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GAMES
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DELIVERANCE
PTs 1, 2 & 3
& STORMLORD

2 TAPES IN 1!



PLUS 3 SUPER GAMES

HEAVEN AND HELL

We reveal the best and
the worst of the C64

PLUS
REVEALED
REVIEWS



Warning: This can contain your eyes
and really your computer. Please
do not stare into the glowing
lighty dark hole. Lucky number: 2

Tape
to disk
SMART!
Turn to p. 7.

PLUS ARTY PARTY • GET STARTED IN BASIC •

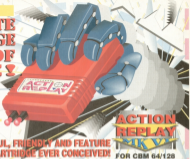
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COMMODORE 64/128 USER

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CF crew

THEN THERE WERE THREE

About the most generously acknowledged amongst us, welcome the small but mighty band that there are now only three people on CF. Lisa has been promoted perm. net of the America's Most Fun club. Continue to talk about her game jams, fanzine issues and the little-known details about how she'll be CF editor-in-Chief and Our Agency, with all her love and loyalty to her employees, as well as a 14 percent share in Lisa!

WATER

As you can quite clearly see, HAZZ was involved in the thought process for nearly five of our editors. The rest of the team were thinking about having fun while doing their jobs, but HAZZ was thinking about making the most of the time he had left to spend with his family.

CALL

Oh, how easy to see Lisa giving us all a hand for an entire effort to make it happen. The get together on the page of my own hand to

WOULD

have

grown for longer

but to have so much

work to do.

IMMORTAL POSSESSION

Some want that only to see her go. "Oh how I see her my hands!" Don't be afraid, and wait of energy on this one. For this journey see the results for yourself!

8 SHIPPETS

The world of the computer is constantly changing - new things are happening all the time, and old things are being revised for one last time. If you want to be up on what's happening in your world, turn to page 8 right now.

9 CHARTS

There are good games, there are bad games, and there are games that just don't do. Did you realize that *Meltdown*, though clearly brilliant, isn't included in the charts?

DOWN

GREETINGS

As you can quite clearly see, HAZZ was involved in the thought process for nearly five of our editors. The rest of the team were thinking about having fun while doing their jobs, but HAZZ was thinking about making the most of the time he had left to spend with his family.

The main feature this month (celebrating our 40th anniversary isn't it!) is a special celebration of the C64. We've looked into exactly what's good and bad about the machine - be it hardware, software or, umm, software - and collected it all together over four pages. It's a no-holds-barred exploration of the 64 as expected some harsh comments. From Simon Atkins.

Straight after the main review feature you'll find a new piece

called 'Touch of Class'. This is where we get all really eyed over games which haven't got the best box in about five years. We notice that many of you won't be familiar with these games and that's a shame, they're some of the best ever created. So, we've reviewed five really groovy titles and you can now find them down through *Buy-A-Game* or at your local car boot sale. Whatever.

Finally, back to the front of this magazine you'll find the PowerPatch (or should I say Patch) this month it's a bit special - we've increased the tape size by four times to fit more games on than you've ever seen before. There's also been some special adverts for *Starburst* and *Deliverance* along with three completely original games that you won't have seen anywhere else and which are absolutely stunning. That's how good we are to you. Thanks for reading. ■■■■

12 HEAVEN

For centuries, philosophers have been trying to answer the question of the after death. Here at CF we've looked at along what happens in computer games when they die...



15 HELL

As they fight for all eternity in gaming hell, where award-winning quality games by and play them, along with the best level 10 and the end of time.

16 CLASSIC GAMES

Not all old games are dull. In fact, the stuff you're playing today owes its very existence to some of the early pioneering games. We take a look at some of the games that have shaped the history of computer games as we know them.

20 THE MIGHTY BRAIN

Your questions on life, the universe, everything, and the C64 answered by our very own lump of grey jelly. This month's special topics are the Damborg, relay experiments, foreign projects, and mainly, Atari/MSX/MSX II.

33 ROBOCOD

The game is in danger - barbarians are breaking in on all sides, the signal has left in search of a better life, and the evil villainous professor has hatched a mad plot to steal the pond dry. Only you can save the world. Only you, and a robotic fish.

34 DR FINCH

The doctor that runs the CF crew is a full-time politician. He would love to run the column himself, but the lawyers are making out the C64, so we'll stick to Dr Finch BM MA PhD Esq.

35 MR PLEXOR

Lisa death, there are many mysteries of life. The greatest mystery of life is how to use all those odd parts your C64 is apparently so good at producing.

36 ARTY PARTY

The best and worst sense of conformity expressed here is quite exciting - the artist is clearly trying to become a cat in an attempt to push forward to a higher plane of unity and cohesion - it's nice!

TENTS

38 TECHIE TIPS

If you have a techie problem... if no-one else can help, and if you can't fix your hands on a screw, maybe you can use the help of vets. Jason Finch, you.

42 BACK ISSUES

Complete sets of CP are hard to come by. An issue or two is less good than... if you do have a complete set, there are various high society circles that would be more than happy to loan you to some of the hottest parties London has to offer. What's a mouse of you when you think about it?

43 PD FORMAT

Not everyone reads fiction pages faster than the thought of free software. Clear your mind, and think of one thing: free software.

45 THE GAUNTLET

Do you think you're the best? Here you get what it takes to trash the competition at your island boy? If you have, then why not win a couple of games?

47 BUTARAMA

Why stand about at work, eat, and ultimately doom your soul sales, when a quick look over to page 47 would solve all your problems, letting you get hold of the best gear at the lowest prices.

48 THE BASICS

Computers are for more than just games, you know. If you want to learn how to get your OS to do even more than you ever thought possible, we think we might just be able to help...

49 GAMEPLAYER'S BIBLE

If you think you're consistent then you're guilty of lying to yourself. When it comes to gaming times, everybody's done time.

50 NEXT MONTH

Will Roger make it back to the office? Will there be another starting season? Find out...



It's the biggest Powerpack ever. Wedges of steaming games for your delight. Only now it's even more absorbent.



STORMLORD

This month's powerpack has got to be one of the best yet. Before that? Well, you can't win on this one by taking games for the 16 bits and comparing, we are entering top entry games for the 4 bits. Stormlord is a D&D conversion of probably the best 4-bit game ever.



DELIVERANCE

If there's one thing you can say about the Commodore game, it's that the developer, and the name, what makes a damned good game. Deliverance, the sequel to Stormlord, is even better.



them to professional, and we've got it for the computer. Not an hour of reading's worth it.

READER GAMES

We thought you'd like the idea a bit though, didn't we? When we finished writing up Stormlord and Deliverance, we realised we had space for some of the most excellent reader games ever...
— from Peter Zealand

GAME REVIEWS GAMEBUSTERS

18 ESSENTIAL EDOS



18

We take a look at some of the excellent titles you can now get by wandering into MCGinches, John Mclennan, or even your local computer shop, handing over your cash, and getting the game of your choice reproduced on the spot. Their rigs — with the EDDSD system they won't have to load anything, but that the shop you're in doesn't even know what a CD is, and finally discover that they haven't got the budget version — you can now find every one you're likely to need... This month, we're featuring at three titles.

DIZZY, GHOST HUNTERS, OLIVER OCEAN, MEDAROVA, OLLIE & SAMSON, SPY VS SPY 1, 2, AND 3, STEVE BARTY SHOOKIE, GAME OVER AND WINTER GAMES



23

Then only your hole because Britain's number one computer is back with cheats, hints, tips, feelings and that little thing that no-one else can offer: Andy Roberts is the King of the Toppers.

21 GAMEBUSTERS

The world's most delicious magazine section is here. Spineless? What about start here.

23 BOB DIZZY 3

The best way to get on the egg's nerves is to cheat, and complete all the games.

31 HOW TO USE THE CREATS

If you're new to the idea of creating a computer games, you might need a little explanation.

34 IO

That computer game is so difficult, isn't it? If you're having real problems, we can help.

35 MATHS HAPPY PIPELAND

What do pigs do when they're happy. Farm... I can't think of a punchee.

38 HONEY THE BARNYARD

30 years of an standards. Oh, and the solution.

42 SCEPTRE OF BARRABAS

In Baghdad there's a magic, apparently. Here's how to get your hands on it.

POWERPACK PAGES

It's the longest cover-tape ever - crammed full of funky games to amaze and amuse you...

POWERPACK

42

STORMLORD

Some things aren't for you. The real outside from the Doctor's house is being beautiful, and he can't get his car out of the garage. That's not at all that's wrong though. In fact, in the grand scheme of things, four wretched awfully odd balls of collective/turn coverage in the sea of Fidd's worries. Slightly higher up on his list of things to pore about and fret about, just above the situation regarding the lighty well clock, money found has got one something - why? Well, the problem with the times. Presumably, he hasn't had anything against failure, nobody did. That was the problem.

It's been known for a long time that natural sources of energy, though better for the environment and everlasting, are difficult to harness. What isn't as widely known is that when a

FULL GAME

Full game on the cover in the rain when it rains, you can't see when it rains like it.



lighty up, including light, heat, and electricity, through the light exterior and faster of battery usage like a heart that could power London single-handedly for seven years.

Faster and faster, if you thought someone was going to come along and attack electrodes to some very particular places, you'll be in for it. Meanwhile, faster and faster to be sure. This is a far too reason. Finally, the old power company wiring means you can't

Washington (look, that has captured all the lines for sound and looked them in the power plants, and security lines, are staged, and about some about things like rain, plants, cleaning, trash, boxes and sanitation. Surely, there's the rain in ponds, combined they can still be a problem. The old power company wiring allows making electronics (he's behind you).

You look at that, then, it is to reveal the tactics in classic computer game style, by learning your personal ten-thousand strong units at home and journeying through strange and dangerous lands. After a while, including tactics. You do have the power of some. Though - you can get on the fast gate (either larger or smaller) or those lines on feet. As three killing action type things are used by pressing fire, a short key makes that up, a slightly larger one makes that up slightly further, and a long depression makes that other three things, or they find all sorts of things scattered about the place, such as

unusable in order you from 2000 sea, keys to open doors, high boots for jumping higher (2000-100, 1000 from) better, though it and springs (to bend you over to different parts of the level). Panels are stacked up on any other object, and once you've collected all of them on the level, you'll go into the second, etc.



If you do well enough, you'll enter a sub-game. All you have to do here is collect the fiery snow ball. Finally, if you want to try, with a little bit of help, you can get a little bit of help. This is just a great collecting exercise, so you don't have to take part if you don't want to - just bring a note from your mum.

BE SENSIBLE NOW

A little while ago, we revealed a club from a few Zaxxon's programming group called Sensible Software. Before you get an excited good feeling lots of letters in admiration, such as carrying your own little magazine comes looking at the Commodore Format book, we'd better point out that this is not the Sensible Software of Cannon Fodder, Madball, or Sensible Soccer fame. This is a fine Zaxxon's coding group with an interesting choice of names. Anyway, they happened at with enough material to put three excellent previously unseen games on the coverpage, namely *Crimes Brothers*, *Star Smooth*, and *Fire Eagle*.

We're going to bother running through instructions for any of the three games, so as they're all inevitably simple to get the hang of, and all equally controlled. One thing will save time to point out, though, is that this is an excellent example of the kind of quality we want to see in magazine submissions. Thanks, Sensible.



QUICKSTART INFO

File Size: 41 Kbps; Cover Size: 1.5 Mbytes; Part 2

UP Jump.
DOWN Dash.
LEFT Run left.
RIGHT Run right.
FIRE Fire, Walk, Fire, really.

Other Info: To pause press F4/BUTTON.

NO LOAD ZONE

If you're having a hard time loading the world's premier game, here's the best way to fix it. Buy a big old VHS tape, and if it's not good, you can return it. In the UK, VHS tapes are available from most major retailers. In the US, they're available from most major retailers. In the UK, they're available from most major retailers. In the US, they're available from most major retailers.



DELIVERANCE

**FULL
GAME**

As often the saying, you've attracted not power company owning villainous wizard Whistlermore. I can't bear you, however. He and power company owning villainous wizard Whistlermore aren't appreciate this fact. In fact, he's downright angry. He wants, this wouldn't worry that in the present, but when an evil power company owning villainous wizard gets angry, he doesn't lack something, not in some food made, or even glass someone in the food. When an evil power company owning villainous wizard gets angry, whole landscapes are changed, others go through severe forest scenes that otherwise would have been serene. Deer stalling around and a bird being, Theng happen.

WHAT A BARG

This month's tape is the longest ever. We've had to increase the tape size four times to fit all of these games on Europa.



When you're all the way through the game, you'll see a message about how many days remaining in a month's time.



The idea here, in case you haven't noticed it, is to be forward and ahead ahead.

Having a word-mean of character, and so far as he's concerned, the evil power company owning villainous wizard isn't in a hurry to nothing but violence to worry about, and definitely nothing now. In fact, they wouldn't going to do anything about it -



Personally, I'd think about being another person that!

...would have got very about, but they never don't last long. After a few more minutes, things would be pretty much back to normal, and everyone would carry on with their lives as if nothing had happened. Before the word wasn't was used there. You see, being an evil power company owning villainous wizard, the evil power company owning villainous wizard would Whistlermore added insult to injury.

He said something about Frodo's mother. They got very angry,

and moved to all Whistlermore.

Three men, Whistlermore.

But so they sets of once again through strange and mysterious lands, and it's the evil power company owning villainous wizard Whistlermore. This journey was a lot longer, though, and about a million times more difficult. They'd forgotten his look. They can't jump quite so easily. There are lakes of acid. There are hundreds and hundreds of ghoulish creatures out to get you, each with their own ghoulish like tried up. They're in deep waters.

To break from this normal good tape thing, this is a three part game, the second two parts



This is pretty much how the first chapter would have looked if it was around during the dark ages.

of which you'll need a source code from the previous form making properly. You can still use the code, though, as after three normal codes, you'll be dropped into the game with only one life to your credit. Like I said, deep waters.

Right then, there you sit for this month. Next time round we'll be bringing you some more villainous games, a dose of 100 and over a day or two of hyperactively tested advice. Keep it here, readers.



QUICKSTART INFO

Save Time + Save Costs! Use a single-part 1.2

UP	Move forward.
DOWN	Open/Close.
LEFT	Move left.
RIGHT	Move right.
FIRE	Fire.

Color Info...To please press RETURN.

Tape to disk

If you're lucky enough to own a disk drive and want to use it as well as address it, then you can get hold of this month's Powerplay on disk. Simply cut out the label on the tape, stick your name and full address on a piece of paper, pop this in an envelope with a cheque or postal order made out to Miles Audio Video, for £1.50 (to cover distribution costs) and send this:

CD 47 Tape To Disk
Miles Audio Video Ltd
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SNIPPETS

Wake up, and find out what's going on in the world of your computer - it's the C64 data set.

ALL THE FUN OF THE FAIR

For anyone out there who's mad keen on electronics, table games and the like, the Spring All Stars Show, Radio Italy and Electronics Fair will be held on Saturday 18th April from 10am to 4pm, at Dringby Hall, Gillingham (Dorset), Pooleton Road, Bournemouth. If you can't get the hang of your traps, it's on the A&E, the Stafford to Uttoxeter Road, and sponsored by the very lovely All Stars Junction 14 on the equally gorgeous M6.

VIDEO NASTIES?

You can't have failed to hear about the debate that's been going on for the last year about violent video games. It's started with the idea of a video console war - a blow fought it. Some kids played the game, though they were told to not do and started taking the hell out of each other. What with the release of ever more violent and fast paced, realistically violent games, the parents that we have decided to do something about it.

The computer games industry has decided to regulate itself and after February the 8th, you'll find that games are being censored and rated. What this means is that excessively realistic violent video games might not get released. However, video games will be rated (3, PG, 15, 18) just the same. So that if you're 13, you can't get the bloody 15 or 18 rated games. This isn't going to affect the C64 marketplace too much, but it will affect the console games you buy and the software you stuff your ZIP disks with.

To make the television and newspaper media will have made a big song and dance about the industry self-regulation - there'll be analysis pieces in the magazines, but will it affect your gaming? We like to think not. Computer games have been more about doing back violence than the real nasty.



What's really so violent about this? This reviewer would advise this one.



For your 60 entrance fee, you'll get to wander round over 70 trade stalls, covering just about every format available, plus completely free of charge, sit in the licensed bar, and eat in the cafeteria. For further information, contact Showcase Services on 0473 270582, or fax them on 0473 270588.

YOU SEUCKER

It may seem a good idea, but changed especially for all you expert users of the Show 'em up Construction Kit - if you want more information, some of the best SEUCK games around, or you want to submit your own work to the masses, by contacting them at SEUCKers, 12 Arthur Avenue, Coker on sea, Norfolk, NR30 8DQ.

WE REALLY ARE SO VERY SORRY

The mistakes we got from last issue was massive. It's impossible to go back last issue was massive. It's impossible to go back, but this time, we had lots of concerned readers ringing us up, wanting to know what had happened to their issue reader games. The problem was that though they were mentioned on the cover, they didn't make it into the tape. For the reason, we're giving you a full half hour of coverage this month, to make up for your loss.

It seems really silly to know why this all happened. It's a long story. When we prepare a magazine, we buy up huge amounts of CD-ROM magazine data. These files are then recorded on, and put out into single tape lengths. The big problem game when we found out that the ordering process had gone haywire, and we didn't have enough tape for the extra reader games. Unfortunately, we'd already sent the power to the printers at this point, and calling it back to change it would have meant your favourite Commodore blog would have been a whole ten and a half weeks late

onto the shelves. Again, we're really sorry, but the monthly reader tape should have rectified the situation.

SOFTWARE EXPRESS

Just when the Scotts Merchants were considering that the market has well and truly died, a new mail order company started up, called Software Express, dealing in C64 software. You can receive a full

MORE MATHS

The last time we here of CD-ROM to the Commodore C64, this was counting pretty pleased with themselves. We didn't think anything of it at first (after all they had produced a game that received a 100% rating, and they let us know that they've already sold over ten thousand copies, and good profit showing them). It was good to hear how much the opinion of Commodore Format really counts in the real world. What excellent game!



They're obviously pleased by the article.

software for by ringing them up or writing, at

Software Express, 68 Tisbury Street, Ipswich, Suffolk, IP3 5LL, 04383 240188. 4445 of CD-ROM game has to welcome them in the store, and wish them every success in the future - it's nice to know that other people have faith.

WILLY WONKA

Do you remember the story of the chocolate factory and the golden ticket? Here's your chance to game. By simply doing absolutely nothing! Over the course of the next few months, there will be four winning tickets inserted into magazines as they're printed. This means that every month, there'll be four winners of tape or CD software. Now and then, just, an reader'll get to printing a passport or card and will be the first person with a winning card (you're in the prize provided they get the passport right of course). Keep your eyes peeled for your card. It probably start of it issue 42. Happy hunting.

SNIPPETS QUIZ

Have you been paying attention so far in the issue? If you think you have, here are some questions and send them to the address below. First out of the hat on the day we write the next cover page will be a free game.

- Who drew the Big Party Piece of the Little Gemstone from the Cherry-Red?
- What were the Redwood's?
- What are the 100 and 1000 games users' recommendations?
- Which is number game in the market?
- What star sign is featured on the front under the presentation?

Send your answers to: Snippets Quiz, Commodore Format, 20 Monmouth Street, Bath, Avon, BA2 2DP.



CHARTS

TOP TEN

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WRESTLEMANIA

HT SOUAD £3.99 **CF22 89%**



WHAT READERS SAY

An *Wrestlemania* graphic is my fave! Back into the lists, a nation of CF fans cheers "Why? It's completely crap!" That's merchandising for you.

- 1 Best games - you love them and we're a lucky lot.
- 2 *Cyberdash*, on page 25.
- 3 Best coverage. You still haven't got over this Vietnam thing, have...
- 4 Budget games leading £3.99.



THAT WAS THE MONTH THAT WAS: MARCH 1991

- 1 *Teenage Torties* (Mirror)
- 2 *Hollywood Collection* (Virgin)
- 3 *Golden Axe* (Virgin)
- 4 *Glory Collection* (Codemasters)
- 5 *BLARC* (Ocean)
- 6 *Total Recall* (Ocean)
- 7 *RoboCop 2* (Ocean)
- 8 *Shadow Warriors* (Ocean)
- 9 *ES Super KIX Road* (Virgin)
- 10 *Whisper! Bewitchance* (Ocean)

TO MOST HATED READER CALLS TO THE CF OFFICE:

- "My computer doesn't work."
- "My coverage does work, but I can't figure out how to use the thing."
- "Everything's fine with my computer, but I refuse to read the paper to find out what to do with it."
- "Can I have a list of phone numbers?"
- "When's my reader game going to be on the tape?"
- "Why is this issue three weeks late with the shelves?"
- "Can I buy a copy of *Mayhem*, please?" "Sure, but only one you asking us!"
- *Amused* Action readers who won't leave their cars.
- 100% of other *Super Future* writers who want to use the CD.
- *Editors* again finding out what new title is going to the game.



From the makers of *Creatures* and *Creatures 2* comes probably the greatest platform game ever created for the C64: *Mayhem in Monsterland* is an intriguing blend of fast, frenetic platform action, with five wickedly cute levels to explore. Featuring the cutest dinosaur ever to emerge from the Jurassic period, you'll soon forget all about Italian plumbers and spikey blue hedgehogs.



- First video game to receive 100%.
- Super-fast full screen scrolling.
- Fully interactive soundtrack & SFX.
- Amazingly detailed graphics.
- New non-standard colours.
- Not available in ANY shops.



PLEASE SEND ME MAYHEM IN MONSTERLAND (TICK RELEVANT BOX)

CASSETTE £8.99 DISK £9.99 PRICES INCLUDE P&P

Send to: Apex Computer Productions Ltd., PO BOX 190, South Ockendon, Essex, RM15 5HD. Please enclose a cheque/postal order made payable to APEX COMPUTER PRODUCTIONS LTD. Allow up to 28 days for delivery.

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- Prices include full service check, overhaul and cost test.
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HEAVEN

Simon and Mutch decided to go off in search of the land where games go when they die. They managed to file this report from the front-line...

Their flight — which took the other side of a moon orbiting at the Peary Trench Company strangled and guided her for us. We stood and watched as equipment was passed by the great reviewer in the sky, and so contained, some packages passed through the star into the atmosphere, and so suggest, newly designed widgets fell to earth and beyond, into Old Heave, where the mighty aviators melted them down to suitable parts.

First, we list all of the bits and pieces that made it through the sky, though, and now needs to gaming heaven, where they're cleaned regularly, stored in the proper boxes with the levels all properly wound with double threads keeping them in order and each wrapped with their own plug board.

Don't forget, you have the chance to win a prize!

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IT GIVETH OF ITSELF

The square CD4 cartridges (2 1/4 x 1 1/2) bit of a red box. The reason I use my red box, though, and as it is raised gradually through the games collection, it gives extra life to every game it touches, and cured.

HEAVENLY FIRE

There are some software houses who specialize — they create games in a certain genre because it's what they do best. They create loads of multi-event sports games, Ocean relied on Konami/Proton, Magnate, Sports created adventure games and Monopony produced the best simulation around.

All of their creations — and there wasn't many still ones — in the overall state in my mind is *Survive*. This strategy based up for a play with regularity, and it's not hard to see why. *Survive* had state of the art graphics, enormous depth and immense fun being vital.

The game is a real-time simulator based on the American Pacific strike helicopter. This simulates with the technology of warlike offensive or defensive. It's amazing to see all of this at the right time that the game's about.

The idea is to rise up through the ranks from Sergeant to, come, Top Gun by successfully completing missions. These might involve blowing up a runway or destroying an enemy HQ, but stress you fly steadily and only fight when you absolutely have to — you'll end up to be much more on the rest of the jungle. There's no two ways about it. *Survive* is a slice of heaven.

their slow loading syndrome. All went well until King, Hayes of the SAS 7 army introduced pencils and tubes, finally deciding to do away with the film of East. And so the Action Replay store that day to try it could be of its own name, made and expansion ports, giving you from the kind of state right that day.

comes from literally making whether it's necessary or not. It is whirped up there that though the Action Replay store still at God's right hand, his latest moves weren't exactly orthodox, but they seemed to progress up to him.

PILLAR OF FAULT

Other side of a pillar of fault, we called because all the shapes don't quite match up, and there were holes all about the place, in positions you'd never be able to get to again, like directly under one of those long walls, or something.

Suddenly though, a shape appeared with a place around, and it was

noticed that from the day it was discovered, it's *Empire*. The idea of a computer game, because of its simplicity in both program and concept, could fit on any computer you still be the most addictive game of all time.

It's probably the most pure, *Empire*, and immediate — *Empire*.

Don't bother with the names, though — you can still see one of its many children in any PCG game, or in the official versions like the original was written in *Empire* for players with learning difficulties, so reports are, and here I go, though try to avoid those heroic situations that add silly shapes and put shapes into levels in.

RAINING CATS AND MICE

On being launched from the temple of light, it's said that the second count of Dooku had a mighty wings temper, and brought a plague of mice upon the town. And the citizens of the holy city saw that they were old, and that they really had an packages a bubble to use, allowing 300,000 people to show their adventures with words, flying mice. There are available from just about anywhere. The best, though (and the one that's promised to work with your machine) is the mouse that comes with *CCP 47* (200), and it exists from Cedar (905) 184355.

AND HE ENTERED THE TEMPLE

Those of you who're more familiar with your biblical studies will remember a young reporter who'd



"This is the brand new Mutchall TV screen. Previous were the high quality high screen."



seemed

forced a lot of a reputation for smothering up public places. The one-documented occasion took place in a nightclub called The Temple, when he managed to trash several card tables, a casino wheel and a bar, stopping just short of Columbia.

Demetrius was playing an exact model like a keyboard. In fact, it came to quite a surprise to the job to find out that it wasn't a keyboard after all, but a CD with a keyboard overlay—a device that, when you pressed a key on the musical keyboard, it pressed the alphanumeric keyboard, and the program did the rest. This ingenious device was produced by the highly accomplished, and could still be available through the employee liaison system—as a “toy.”

... One of the commandments quite clearly read ‘Thou shalt not worship any false idol, and that includes Mayhem’...

COMMANDMENTS

It's quite widely known that the bible was written by a group of priests who, as well as strictly adhering to the old law and honoring in an extra myth or two here and there, also made huge omissions where they thought it necessary. One such omission was the writing of the commandments on tablets of stone, in which

one of the commandments was slightly altered, so it quite clearly read ‘Thou shalt not worship any false idol, and that includes Mayhem’. The cover-up was partly done as the officials who design wasn't to come into existence for approximately ten thousand years, and also because the church, as everybody knows, doesn't

MUSIC OF THE GODS

The right soundtrack can add a bit to a game. It can get you excited up, make you feel all excited, get you itching for battles or even downright sad. The CD's the name of some of the best game computer titles ever to grace a SOI chip. These are the ones the angels would while they work.

- Monty on the Run
- The Arkadium Game
- Combat School
- Deliverance
- Crazy-Combs
- Head-over Heels
- Phobos
- Sluts or Die
- '700'

the things it doesn't understand.

If you see me, being dressed in the late commandments before you were even born in a pretty bad way to get your card marked, as it can't be much for knowing that somewhere out there is a table of stone with your name on it. However, Mayhem still has a book—received in the church, the only problem being that as the idea of heaven is jumping on all manner of nasty beasts that, while being cute and, but a bit of a lot. Well, that just found a new lot (new job heading outside) dropouts from cloud to cloud without any talking off.

HUGE BIG INSECTS

Now there's a question—if all good things get into heaven, where do entertaining insects creature get?

I had the children tonight, the children tonight, the children tonight... I had the children tonight...



Having a lot of anger, being a little bit angry, like in the door and remember trapped the two walls.

THE PATH TO RIGHTEOUSNESS: 30 ESSENTIAL GAMES

- Addams Family
- Barbarian
- California Games
- Doom-Clad: Tears
- Drossiers II
- DropZone
- Elite
- Gungship
- Lemmings
- Manxman
- Mystical in Wonderland
- Nascar
- New Zealand Story
- Racing Destruction Bet
- Rainbow Islands
- Rick Dangerous II
- Robland
- Sluts or Die
- Slant Car Race
- Phobos



Government website revealed today that 'Commandment' isn't as well as was previously thought.



The publication of the Commandment Book has opened up a whole new world of fun for those who play.



Look at the alien from Alien... it goes around helpfully killing people, violating their bodies, and making them no walls of slimy flesh, but it also entertained a nation, made huge amounts of cash, and made small children so scared that they don't dare climb out from under their beds for days. What could be so bad about that?

If you look back to issue 38, you'll read the review of an absolutely incredible game—loads of different weapons such as bullets, flame throwers, grenades, bombs, and wads of other things to throw at the ever-increasing horde of alien insects like creatures that regulated really impressively. If there's a heaven, there's a huge alien battle running around up there, and I think that's because there's a baby one whacking it way out of orbit and just over your right shoulder.

CLOUDTOP SYSTEMS

Some of the clouds, playing large, and generally having a serious time of it—some



The first absolutely great computer game and one of the best without about it in the press.





prefer a slightly more active approach, gunning down alien invasion forces from the planet across and the last. The question is, do you take your CD4 with you when you snuff it?

For all those that don't want their digital ascent to Heaven hindered by the bulky weight of a monitor, fear not, as you made the \$499. Unfortunately, as a portable computer it would probably break Geoff Caplan's record, so if we see you in Heaven, the weight of the stuffed thing having dragged you down there with a trail of heavenly vapour.



Who always whine being on the outside of any digital cult, and waiting-to-try that way, cunningly trying to help them but the

SHOW YOUR BALLS

Long, long before games like Sonic (Sonic) or Final Fantasy had even been remotely considered, there was a game called David's Midnight Magic. It was a portable game which attempted to recreate the actual feel of a portable and it didn't vary well.

The actual graphics were 2D on the bland side. It actually looked like it had been knocked up in the Final Fantasy mould, but that didn't matter.

The way the ball moved meant that you had to keep the way to play good for real - if you wanted to be somebody well that is. There were loads of little bonuses to pick up, two sets of flowers, some tools, and such a digital ball bit. Load up Midnight Magic and you'd see the wisdom. Definitely one to take up to the cloud.

ST BUB AND ST BOB

What would eternal light be without probably the best series of games ever? Unfortunately, Planet Storm, the third game in the trilogy, never made it onto the CD, but we did see the things of Bubble Bubble and Rainbow Islands.

Bubble Bubble

is an odd game -

it features Bub

and Bob, who're

stuffed being to put

right the fact that

they're dragons

inside dragons,

through, and

jumping

through a digital

landscape, in an

attempt to defeat

some evil aliens, who

look-gods-quickly, come

to think of it, and collect

points in the process, in line with the

best guys (who're real) are killed by being

trapped in cube bubbles (and floating

around inside a cube

happens, with those bubbles then being

blown down by

depression, or, just.

Planet Storm

islands a one-of-the-best

platform

games the CD has ever

seen - it's fast, fun, and full

of bonuses. The game features

Bub and Bob, two



The character who plays the soccer ball on the field is a character who's a little bit like a

free software - it's easy to put a huge 20000 \$11 at the back of your mind when you're spending \$11 hours solidly downloading games. Unfortunately, when ST decide to send you letters with bits of pretty colours on them (usually red), they're a little harder to ignore. However, then, isn't a little money - just a phone fee, with someone else paying the bill (which, most probably, it'll never be checked out of those funky main telephones with the wiring).

CLOSING DOWN

So, we'd like the old way game, and quite like a modern and a big line of my hardware which makes you to sleep, but your ordinary everyday computer has really, but before we take the time

to tell you, here are a few of the lucky ones that we'd like with us to help us play all these games:

- Baywatch
- Cadbury's Pops
- San Marino Peppermint Place
- Drive Thru Cinema
- Jolly Chops
- Coca-Cola
- Any Sony Hi-Fi equipment
- Croissants
- Peaches (any)
- Batman cartoons
- SP4
- Family meals
- Nightclubs
- Ruckus
- Petals
- Legos (best)
- Gap jeans
- McDonald's (best)
- Peugeot 205 GTI
- Home Ketchup

HEAVENLY HELL - CAST YOUR VOTE

Do you disagree with what Simon and Russi have to say about the best and the worst of the CD4? Do you reckon they've made one, extremely well or just plain wrong? If you've got an opinion then cast your vote. We'd like you to pick out your three favourite games, your favourite utility, your favourite piece of in-game music and your favourite piece of hardware (not including your CD4) and your most hated game. We'll compile all the results and print them in a couple of months. Send your completed response to Digital Election, (Anonymous Form) 80 Monmouth Street, Bath, Avon, BA1 2BN. What are you waiting for then, get voting.

NAME _____

ADDRESS _____

POST CODE _____

CD4 OWNER FOR _____

YEARS _____

AGE _____

FAVOURITE BIT OF CD _____

FAVOURITE POWERPACK PROGRAM _____

LAST GAME BOUGHT _____

FAVOURITE SONG EVER _____

LE VOTING COUPON

FIVE GAMES

FIRST _____

SECOND _____

THIRD _____

FAVE UTILITY

FAVE TUNE

FAVE PIECE OF HARDWARE

MOST HATED GAME



For every up, there's a down. For every plus there's a minus. We'd like to introduce you to the really bad things. These are what give C64 owners a bad case of the trots...

WELL

Haven't had a crick? You know when you go into a lounge bar if you're that stupid and there's that guy running round at the back facing things like "Oh, see, go!" and "I wanna see some music!" That may well go to heaven... because remember that the individual - it's the going on a hiking holiday in the peak district with heavy PE teachers (though dead people make better conversation).

Coming to popular belief, hell isn't - it's just a place where hellish C64 staff go, to slip the devil, as anyone could go safely (except suffering an eternity with this one).

KENTUCKY RACING

Getting too go any further, there are a few things that need to be explained. Though games don't always have to follow the obvious path, they should at least follow a path of wide boundaries - Kentucky Racing isn't, no matter what you may think, about racing in Kentucky. It's actually about a useless race playing in the background while your characterised hand drops a ball up a ladder, trying to get a clean shot of the ball.

So it's a copy of Kentucky that. Thinking, then, it's almost a very fast version of ball throwing, so the ball doesn't follow proper momentum, parabolic or perpendicular, and the targets are high above the surface of the world you can see, for anything, possibly.

In fact, using your limited knowledge of the pathetic inability of Computer Race, the only vaguely interesting thing about this game is the opportunity for a sick, incredibly stupid game about the way the ball moves.

BREAKDANCE

Like every huge American ten-steps greater-innovations, but the other obvious mark on the world (especially everywhere every turning into the centre of some dance floor and missing in such a way that, were I out in the real job, I'd have moved (possibly) the furniture) out of the way and hung an ambulance after just five minutes.

As well as the youth culture, this catalogue-munching made game was to a whole game of music, and a series of films, books, and computer games.

That's right - it's not a bad thing.

The game is based around a breathtaking

"killer" known as the Franken who, by the looks of things, are a secret organisation (the executives and all-white army kind of game it seems) instead of going away faced what they deserve and punishing them down, you decide to face them at their own game, and demolish them out of

existence. Big threat. Oh dear, someone's going to come up to me and start throwing themselves around in an odd jerky way - I'd better get up the end file and start spreading

mirrors, light, and peace. And so we're subjected to best-remains where no-one hurts each other, puzzle games where you have to work out other dancers' routines, and finally

dancing to check your little pixelated Shirley jumps around in an attempt to generate the best of times.

The fact is I will may be grateful with this most also this, but that will be based on the

THE ALIEN JOYSTICK

There are certain things a joystick should do: be. There are certain things that a joystick should *not* do: be. Can the game? We're talking heavy extra here. In order to be any use whatsoever, your joystick has to be sturdy, comfortable, or funny, or a duck.

has a nice long lead, be responsive, with firm buttons (preferably manufactured up to the standards), have a good grip, and weigh more than four months in law.

What a joy, then, that the Alien Joystick is funny, fragile, wobbly (it's got a pretty small base and a flimsy top), with a lead that's almost a lot too short. On top of this, its responsiveness (it's not so much inconsistent as light/inflexible), has horrible wobbly buttons that are so huge you'll never know which bit to press to get the damned thing to respond, and it's so light you forget you're holding it and it slides about all over the shop.

The whole concept is flawed anyway, as it's almost impossible to actually get a good grip on the thing anyway, because it's so alien, and it's all horrible and spiny. It's crap. Then so really is that our product of Gates.



Someone even did an attempt to get the alien joystick replaced by his own. The reason?

THE C64'S KEYBOARD

Now I realize that there are such things as economies of scale.

Anything a company produces has to be so cheap to make as possible in the profit margin gods watch you however. I do feel that Commodore could have done a lot better with the keyboard on the C64. It's quite possible the keyboard, flimsier, more pleasing, rock keyboard since the Dos. Almost best with the ZX-81.

I mean, you have thought that they'd have someone actually sit down and try and type something in on the damned thing before they manufactured ten million of them. Don't anybody at any point turn round and say, "But really guys, this keyboard's about as much use as a one-legged man in an arm-wrestling competition." Have you ever made the mistake of trying to play a game with the keys on the thing? You certainly do because the stupid keyboard hasn't recognised your key-press. What's more, it isn't interchangeable, so after a nuclear war, the only thing left will be a very large pile of money keyboards.





TOUCH OF CLASS

It's all very well to sit there and play your latest commercial game, but what about those that were around before your time? Simon and Hutch dig out some golden oldies.

That's right - we're sick of people constantly harping on how software and desktop PCs died because not many commercial games are being released these days, while completely ignoring the years and years that went before, producing classic games that live on. So when you get bored of the very latest, why not sit at the time machine back a few years and stop around?

Best to remember that the more you know about equipment to help's storage - other things have been taken into account, such as how these are ratings of old games, and how they stand up today.



GROG'S REVENGE

Old time game, this - you play the part of Grog, an available character on one of the very best done windows, collecting bits of blue things. That's right, this is Grog's Quest For Blue Stuff, another journey to the bottom of the mountain.

The whole thing starts safely enough, as you gently travel along a river path, collecting bits and pieces. From then on, things get a bit more difficult with huge green slimy monsters, dark forests to navigate with only a few shafts of light to show you, usually, and the constant get off heads on a beach to guide you, none to three you off bridges in fact, and a ball resembling deep-sea one side of

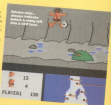


your path. This is definitely a game of the

old school - no fancy titles, no fancy eggs, it's just rolling in all to get started about, always for the best that it's fun. That's right - you won't be able to drag your friends round and show off about how many wonderful your computer is, but you'll be able to sit there for as long as you want feeling some poor creature being grossly mistreated, mountain paths, and generally doing it manner of really things.

If you want the results of computer gaming technology, Grog's Revenge is not going to satisfy you for a long time, if you want to have a bit of fun with a little on a windowless window, though, this could be your lot.

70% - A fun little diversion.



MANCOPTER

There are classic games that you enjoy because they're classic, and classic games that you enjoy because they're good. Mancopter is the second of the two - as it never heard of itself nor found the idea in the other, but in the past 30 years, it hasn't lost its touch, being played at least once a day.

The idea is fairly straight forward, putting you in a gull-shaped helicopter, and having you against several other computer controlled gulls powered helicopter. The gull-shaped helicopter, when you ever see the game's based on the coast, through mountains, oceans, lightning storms, over all up, sea, mountains, and generally get a lot of land time.

If this was just a simple game, though, it would be really simple, and not only is your flight faster than everybody else's, but your speed isn't difficult to maintain - you have to be able to keep yourself in

the air, not in front. The real fun comes, you see, when you start battling with other players - when two people in

mancopter this over your gull gets crashing into the sea. If that happens to be you, but you get through the game, you get better into water or landing, and you will have a great stack of bits on board, you can spend a while in ports and fit you high enough to take off again.

Mancopter is a wonderful game. It has every gateway element you'd want - action, skill, strategy, teamwork, survival, strategy, enemies, and a great feeling when you bring someone off. To one last is that the couple toughest game really has a lot longer, giving you more than one course to complete, but once you start developing your tactics, and finding new ways to be ready to other

competitors, you sometimes forget about the course altogether. If you spend this in the small

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CALIFORNIA GAMES

Dear old Epyx has chased out all traces of multi-event games, it is started with Summer Games and ended somewhere around World Games. In between, they managed to simulate every sport except canoeing. And they're only contented that in preference to the ancient sport of pelicanus pling.

California Games remains my favourite of these games for their exceptionally inventive use of terrain. You've got a bow-roping climbing game, the freeman, a sport of 3D000ing, roller-skating, surfing and of course, skateboarding.

For top quality laughs, check out the simultaneous two-player skateboard race. You and your mate sit down an alleyway, snipping over mountains, kicking cars and finishing your mate off his board. For frustration value, by the best-by-20. Here you get points for doing a flip-again or your heels while the bag's in the air, for knocking people out of the city and for doing an old man with your tail.

The graphic colour scheme is sleek California looking - all pastel shades and subdued blues. The sound effects are fairly low. Nope, California games won't even age. It's a pity, for you can thoroughly enjoy collections of starting games. If you're offered a trip, crash for your shaves, get some sun block on your skin and check that. It's the most fun you can have with your Bernadette shorts on.

8.1% - Genuinely silly fun, with surfing and skating simulation.

KICK START II

Over the years, Commodore have released odd and decidedly truly simulations of everything except someone flying. Quite after their 2200 entrepreneurs were a bit on the cock, but when they did get it right, you ended up with a working game. Kick Start II is a game I say to one of those shakers.

The game is an arcade simulation of motorcycle bike riding. It's based on that awful TV programme from a few years back, in which riders swooped around a

RACING DESTRUCTION SET

Way back in the days of the last, 1984 if you recall, everyone was shunning out racing games. These were usually crammed onto two-disk and featured such unimagined locations as a dirt track, a race around a city (say Miami-Carlo for instance), 300 was different though, it stood head and shoulders above the rest of the pack, because besides being simple.

The graphics aren't exactly awe-inspiring, but when you're fibrotting it around the track like a bat out of hell you neither notice nor care.



As the race progresses, the camera shifts heights, revealing more of the track.

winning a race, you could enjoy your opponent's night of the teeth.

The game can be played on either two-player terminals and

on one of two platforms.

When that means a rival

the greatly varies. On one ground you might be assigned down and down while on another you could be left on neither. This variety is complemented by the

diverse variety of

vehicles on offer. Besides the normal racing and stock cars you can drive a

course, riding that likes our own, very muddy roads, ways, top bikes and other things were wrong. Besides, the Commodore realised that to simulate it

properly they'd need the kind of 3D graphics engine which even today's super-quick consoles don't come equipped with, so they plumped for a

simplest side-on view of the proceedings. The game can be played against the computer, but its enormous variety rather lies in doing things with a mate. There are loads of courses built into the game and you can take them in any order. In short, it's a game it's only difficult to get tired of, even if you are a bit of a loser of galactic proportions.

The secret to doing well in the game is enjoying it. It's not a game you can coast over of the obstacles. For instance, it's no use steering over a gate when you need to 30000-thing it. But at the same time, you've got to get enough speed up to be able to jump the rather large gaps that crop up all the time! You begin to learn really how to you should open the throttle in order to make

motorbike, a 1000 Beetle or even a lunar buggy. It doesn't and there's though. Soaring to

Your chosen vehicle can be fantastic before you see it. You can change the lens, the engine capacity and the amount while adding either a number of third gears or a few

gears of six. Every thing you add to your vehicle affects how it drives - be it generous with the add-on and you'll end up a car that's so heavy it's

impossible to get to your mate. The game's astonishingly adaptable. The graphics aren't exactly awe-inspiring, but when you're fibrotting it around the track like a bat out of hell, you neither notice nor care. Over time your opponent, single-hand, wash them 20000 up into the air and you'll feel the kind of satisfaction

initially only experienced in the toilet. You see, this is a game, which brings out the spirit in everyone.



As the race of your battle it ends, you can see what your opponent's got to say about it.

8.7%

This isn't a boring-looking racing game because out the get in just about everyone. Hurrah!

over all of those left destructions which like the track. The game may come with two-player mode. Here you can see but how well your opponent is doing and you'll be playing the record up to that you can try past him. Taking the 100000 as you go, just to get the training pool honours. Though it very rarely works that way. Especially if you're me.

No doubt about it, Kick Start II is a triumph of gamely over systems. It's simple, exceptionally addictive and downright, honest good fun. I had it as much that I bought the computer. Not.

80% - You see motorcycle takes across city landscapes. Life's art!





Welcome to the start of a new series. Here we'll be reviewing all the games to be found on the EDOS system. You'll find these machines in your local John Menzies (or other similar stores). For details of your nearest shop phone (0732) 565506.

DIKSY

(£3.99 Commodore)

The standard package here would be to start playing off Edos, continue with a few personal attacks on the Oliver twins, bundle in all the magazines, and sell it to you for £3.99. Maybe I just don't want to do you all.

When Diksy first came out, it received a fairly reasonable reception — I was a bit sceptical, people game involving the player as an egg wandering round the egg jags (see continued page).



It's a bit odd, but when I went to buy it, I was asked if I was going to buy the game or the magazine. I was told that the magazine was a bit better than the game.

DOUBLE DRAGON

(£19.99 Tomy)

It's all very well to get excited over Street Fighter II, but it's boring, and you're sad.



Look for the Double Dragon II game, which is a bit better than the first one.

chase, beams, or shams, and just about anything else that came to hand, and finally they got round to resolving the princess they've been kidnapping. As this point the two players proceed to kick the crap out of each other to determine who gets the girl, and who gets the boy. But then, it's a tie tie.

85%

It's readily available, it's incredibly cheap, it's damned fast and it looks great in a dinner jacket. Simon takes a look at another selection of funky EDOS games.

EDOS YOU KNOW



GHOST HUNTERS

(£3.99 Commodore)

On now... it's the original Ghost Hunt game, and to prove this do have a few of originals between the two of them, this one's got quite a nice gambling style. Unlike most Commodore games, this platform romp needs two players, one of which controls the player who spends his time jumping around a set of platforms, while the second player moves the girl rights around the screen, gaining down anything that might be posing a problem.

As for the Commodore ones, this has to be one of the more playable (and certainly more original) titles in their collection, so it's better you to get hold of a copy not only because it's good fun, but also because the odds are you won't have anything at that price in your collection.

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75%

GLIDER RIDER

(£3.99 Commodore)

These original games, there are original games, and there are games that become original by combining two older gameplay

styles. Glider Rider is definitely a good example of what happens when you start mixing other games together. You play the part of a glider on his hike, soaring around an ornate waning island, with the intention of blowing up a series of reactors placed on each island. The fun really begins, though, when you get your ship to sustain his portable wing-gliders, and by around landing things, avoiding get towers (which, funny enough,

you're only planning to play the

Diksy game over, that's sure it's the original — I didn't rely on the general egg jags to get that gold, and actually has some elements of original gameplay in there.

75%

GAME OVER

(£3.99 Alternative)

It's another Spanish Dynamite

game, and what would you know — it's difficult, at least it follows the theme, then, just like every other Spanish game, it involves lots of lovely ornate coloured graphics, and a bit of wandering for most of the time, from left to right, killing things.

The second part involves a slightly more complex theme — I can exclusively spend this brand new playing to the world — to defeat the badies you have to travel from left to right.

I think it must just be the — it's so unimaginable that anyone would release what seemed like at least a thousand identical games that all play in the same way — why would anyone want to do that? It's not as if they vary at all — why couldn't they do anything else?

The Dynamite game, then, is, eh, it's too difficult to go on. There's nothing wrong with difficulty, it's just got to increase gradually, and it's no fun.

40%



On an edos, the Game Over, I had just an edos game before that was based on the same theme.



don't see you bombing them) and generally making a nuisance of yourself. If you want a game with a strong, original idea behind it, this is a definite buy, but the fan factor does tend to wear off after a while.

70%

**MEGANOVA**

(\$1.99) *Adventure*
It's Spanish. You fly around. Yes.

That right takes — in an attempt to break away from the standard Dynamix table-turn from left-to-right shooting strategy style game, they came up with the anatomically original ship-fly from left to right shooting things concept.

Amongst other things, this did give them the chance to employ their horizontal scrolling courses (Dad) some know why they wanted this thing.

Having said this, there's lots of variety in the well known part-out to ship you, and a feel of a lot of new and interesting weapons to try out (all of which are incredibly good at blowing things up). It makes for a sneaky little shoot-'em-up, but it's nothing you haven't seen before in the bargain bin at stores.

75%

OLLIE & LISSA 3

(\$1.99) *Comedians*

Every man and again, a game comes along that exhibits a true originality and style. The idea of this game is to build a car in the garage, by fitting the parts that have been listed around the house. Like you do — M88.

The game takes the form of a tick screen platform (the screens don't flick though — you have to go through doors, with as many twenty-five directions (such as telephones that you can use to call for help, in the form of directions), plant pots to look behind), a candle for those dirty old comedians, and just about everything else you'll want to find in an impressively good platform comp type thing.

85%

**SABOTEUR**

(\$2.99) *Stealth*

It's always well loading up a game and being able to run around with a gun blowing people away, but it's all a little impersonal, isn't it? Surely, in the movies we should have a more interactive, being right up to the victim, so he or she feels a little more like an important cog in the machine of the

all we children learn over the back of their heads with a large stick?

Saboteur. I'm very happy to say, follows this example, and features you in the standard 'you're the bomb and escape in the helicopter on the roof' offer. Except that you've got to do this

without a gun — you fight with what you find, but you do have the ability to sneak up behind people and put them in unimaginable ways before they get the chance to turn around and blow your brains out.

As for us this little number, concerned, it plays a vital role in my collection as the best form of stress relief since those mass — maybe you need a little brutal violence in your life? (After these pits you're taking Simon - M88)

90%

SPINDITY

(\$1.99) *Adventure*

If you've never heard of Spindity, I tell you. When it comes down to after-hours arguments over which computer game, it always comes into the forefront. If you've never seen an isometric game, where have you been for the last ten years. Anyway, you play the part of GEMALD, a name that actually stands for something, but isn't for the life of me remember what.

Anyway, as Gemald, you are destined to explore the rest of your days wandering round the lovely town looking landscape, being switched to do things to the surrounding blocks, and life in an attempt to collect every single diamond on the map — at least the good one's simple. (All the Gemald Steal - M88)

Apart from the occasional bad guy and death (not quite playing dead, your main enemy is death) — you have no way of jumping other than taking a ramp and hitting you a bit of speed, and no way of stopping more you're in the flow other than possessing in the other direction you do have a bomb, but after several failed missions, you'll realise you'd use it if it says like that.

Spindity is a wonderful little game, that definitely deserves a look.

90%

SPY VS SPY

(1, 2, & 3)

(\$3.99) *Software*

Business: Though these three games are all sold separately, they're all coming under one number, because

It's all very well loading up a game and being able to run around with a gun blowing people away, but it's all a little impersonal, isn't it?

people could start to freak out if we went through a mouse nightmare eye-wash of all these identical missions. Well actually, that's a bit of a lie — SPY 1 was a lovely little game, based in the antics of SAS comms two decent agents, but purely to kill each other with various devices, traps, bombs, mines, and other tricks. The only problem was that SPY 2 was just the same, with no real modifications so far as the

gameplay was concerned.

SPY 3 isn't much better either, so I think

the mice will say:

80%, 60%, 70%.

STEVE DAVIS SNOOKER

(\$1.99) *CDI Software*

Snooker — what a Hollywood ball game. Not commiserate though. Nice, but dull.

70%

WINTER GAMES

(\$5.99) *Rix*

These Rix games are a laugh. The best way to play them is to get as many items around as possible and have a bit of hugely-competitive psychic sniggering. The events are the usual mish-mash of the convulsed and the bizarre.

You've got your standard sliding events — dodge the flags and out into the corners. Then there's the cross country skiing which contains shooting and really probably the all jump in which you evade with the joystick (at least you'll enjoy it).

Games like this can't really die. Especially when you see them being released (looking exactly the same) on the Megadrive again and again. Great for deliberate late plays.

83%



The CDI review team got a nice batch of 2005 games through the grinder. If there are any games you'd like us to review in particular then drop us a line at CDI@net.com. You know, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 1RN. Or and the person who writes in with the best reason for why Steve Davis Doves, gets a free Custom Egg game.

The Mighty Brain has always felt god-like. Size 12 Doctor Martens will do that for a brain. If you'd like to find out how he gets his boots on, write to him at TMD, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

THE MIGHTY BRAIN

MATURE READER

It's not going to tell you the age, but the best game grey sheep possess is only a year. Please help with the following observations with substance if you can. Or write me, too. ccf@compuserve.com

1. I'd like just one worded explanation with my OS4 after about 6 years and when I go to the shops I find, to my dismay, that things that you can't find anywhere games making any sense. Instead we find all shops stocking these CD games. Well, one very obvious observation that I have made in the past couple of months is the real lack of interest of the general public, in fact the most debilitated part of any of those stores is that area where 50 games are for sale. I've been to about 10 shops open-up and not one has listed more

than a couple that get to see anyone purchase one of these games!

I confidently wonder the rapid demise of the CD game scene and then perhaps we'll see the good old computer games back on display. Help! I've

been playing Mercenary for a long time now and I just can't see how, through bugs or lack, that I can progress any further. Friends I find the key to the final level dead? Tell it help me if I can't?

2. I want to buy the best hot tips available for the OS4. What are they? Encouraging those. Practice games, Scoring games, Adventure games? Or, vendor

As for the hair - tell me about it.

1. Sometimes, I don't think you can stop the progress of extremely advanced and valuable advancement technology as easily as all that.
2. The key will most definitely help you, but you'll have to find it yourself - that's what games are all about.
3. When you dispart them, you don't really end up with many games left.

UTTER MAYHEM

I can't writing about Mayhem in Monstrous, I can't seem to get it to load. Can you help? David Shepherd, Fla

The most obvious solution is to send it back to Digital Dreams (the Apex boys) and ask for a replacement.

SARACIN PAIN

hello. This is the second time I've written to you this but the first letter never got printed so please don't let me hurt you and it's the best I could. Please, I mean, please, stop, stop, stop.

- Right then here are my very good questions (and they are very, extremely, loaded answers)
1. Do you know that loading screen and loading (change) things, you know the one when you can hear audio's from Saracin Pain on when it's loading. Well it you do then you can tell me if I can have a loading screen on one of my SEUCK games. I think it's called Lander Master.
 2. Is it now called the creators of Seuck of trapped those that loading screen of Saracin Pain?
 3. Do you think CD is too long?
 4. Is the Action Reply cartridge a very good purchase?
 5. What power rating would you give Koozette 2?
 6. Are you loved yet?
 7. How many a lot of disk games set for the CD?
 8. Can you give your new games to me using the Action Reply cartridge?
 9. Where do you come from originally?
 10. If you don't even know about CD's what kind of computer it would be best? (and

can't say sorry?)

11. Is this better? (no email?)
 12. Is there any chance of a SEUCK but a side note would never load?
 13. I think, why not?
 14. Are you the polymorph thing of Red Dead? (That may not be true but anything.)
 15. Is this the most questions you've ever had? Hope that's ok.
- Tommy Sandberg, Dublin

1. Looks like you're Dr. Frank...
2. It's not him, then.
3. Is my answer too short?
4. Yes.
5. I'm a brain, not a games reviewer.
6. I was bored about four million years ago - don't even worry my man.
7. Just really - the industry seems to prefer tapes.
8. That's stupid, Tommy, my term.
9. An Apple Macintosh.
10. Believe me, no.
11. That's not on my list, is it?
12. Koozette is isn't, I have forgotten.
13. It's not, wouldn't it make The Mighty Brain seem just a little bit pointless?
14. It certainly isn't like it.



Would you want to give me that if that wasn't?



Real Windows version available. This feature is not available on OS4.

3

WHO ARE WE?

Please, please post this letter because this must be at least the seventh time I have written to you. Here then to the questions:

- 1 What exactly are you?
- 2 What is the best platform game available on the C64?
- 3 Why not put more sport games on the Powerpack?
- 4 Will Detective Conan be available for the C64?
- 5 Is CF 20-25 on your database someone showing games about to be released on my totally hot C64 powered Dynaliner (at 19 February, then I last saw it, why? It was made by Ubisoft).
- 6 What is the worst game on the C64?
- 7 What is the best game?
- 8 In recent issues why have you had less new games reviews?

Raymond/Facily, Scarborough

- You know, I've got this really weird feeling I might just possibly be a brain...
- 1 Why/where is Monocrossed, of course...
 - 2 Because they're all dull.
 - 3 Nope. Boy an' dings.
 - 5 It seems to have suffered disintegrative problems.
 - 6 Boring.
 - 7 Baffling, and droll.
 - 8 Less games have been coming out, we can only review what's released.

MASTERGRIND

I'm not going to start off by telling you or anything like this, because really that's a really obvious

trick, and I now have some questions, statements, etc.

- 1 It's just a dirty trick, you don't put the number 100, 400-5 which you only gave 100. What trick? Don't say they aren't any because that was Project Stealth Fighter was released by Fox. Do that?
- 2 I probably use the best one to say this, but I don't think you should have given Mastergrind Magazine 100%, what if you find a better game on the good old C64 eh? You'd have to set number 100 won't ya?
- 3 What's the Mighty Barometer all about?
- 4 Have the programmers behind the Saturn Returns project wrapped it completely?
- 5 What the hell happened to Greg Bortner (has it been decided, if so, please could you ask Hatch to ask Hatch to get it on the Commodore)? I loved the demo!
- 6 I bought Columbia Chess 4 from EDCS and I get having one or two problems with it. I wondered if you could let me know to get the tournament

GEOSOLUTION

With regard to your letter NO.0300 from P. A. Morgan in Publishers in the December issue of CF, Mr Morgan should get in touch with:

Geosoft
 Commodore Customer Service
 2150 Shattuck Avenue
 Berkeley CA 94704
 USA (Telephone) (415) 570-4444 8885
 and ask them to supply him with the 2.0 version of GEOS for the Commodore 64. They can be reached by telephone between 9 am and 5 pm.

This version contains Game Desk Trip, Geo Paint, Geoscribe, Geosort, GeoMerge, GeoLaser, Geo Grabber, Paint Editors and GeoAccessories. In production we can see how this software might look.

I had been using the GEOS software for a couple of years now and simply could not do without it. I first heard about GEOS in early the

same way as Mr Morgan, but fortunately my computer shop was able to order the software for me. I wonder whether you think that if they'd let you write information for this column (I'll post a copy, but I fear that the information provided within the magazine is just not enough for the and consequently I am not making use of it at the moment) it offers.

Please keep up the good work in Commodore format. We are fascinated people who love our Commodore but need all the help we can get. Welcome to the Netherlands.

Thanks very much indeed for that piece of information because I must admit that I didn't know that Commodore were still doing anything at all for the C64. But there you go. As to the problem with Mike Osborne's and I don't know of any books for the programs if any you there knows differently, then let me know and I'll pass the news on.



COLUMBIA CHES



Chess 4 is the latest and best of an exceptional series.

- 1 Sorry if this bored you but I've got a lot to say, a couple more questions from R. Brook. Okay?
- 2 I loved the PG games on Commodore 64. Any chance of some PG games Mastergrind?

10 This may seem like a stupid question but ... Give guys up like me some footage! Andrew "Computer nut" King, Thornbury

- 1 That's why we released Project Stealth Fighter in bit 10, you think?
- 2 Well I'm waiting for a better one to come along but nothing's formed up so far. When I do and up with this incredible shadow or multi-flow, I'll let you know.

mode on the average mode, the all-the-time mode, the equally mode, the infinite mode and the infinite mode?

Project Stealth? - 1000? 1000% of my friends also read Commodore format about you should stop the brain and inventing the human

is behind

you, but spirit is that if you do this you will get a lot more letters.

- 3 It's just a little indication of what's to and not in the world of the hyper-intelligent stylor types, that's all.
- 4 Not that I've heard, but I'll check up for you.
- 5 I asked him, he said no.
- 6 Yes, I can.
- 7 100% of the CF team think you're incredibly nice to suggest to my face that I'm a shon.
- 8 Do I have any choice?
- 9 He'll see what he can do.
- 10 Absolutely, but we'll need all seven.

THE MIGHTY BAROMETER

This is the mighty Barometer's very own indicator of what's hot and what's not in C64 land and the world at large. Anything on the High Pressure side is hot, anything on the low pressure side of waaaaay cool and anything in between is... If you disagree with any of these things, let us know.





UMMM

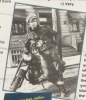
Dear Weekly Barn,

- 1 Do you write other mags?
- 2 Is there Magazine for the Cow, if there is could you tell the where to get it.
- 3 Why is you mag so brilliant?
- 4 What is the Mighty Barometer?
- 5 ...
- 6 Why aren't you going to print this wonderful letter?
- 7 What's your favourite game?
- 8 When do you want me to finish this letter, by the way?
- 9 Why are you not at the front of the magazine like all the others?
- 10 Show us a picture of your mum and dad.
- 11 Where are your babies?
- 12 When do you get everything you love?
- 13 Are you getting bored?
- 14 Where your love in the Commodore Format team?
- 15 Which planet do you come from exactly?
- 16 What would you get when I'm 21?
- 17 Where do you get everything in Commodore Format (I haven't had reading long)
- 18 None of the letters I hope it works, is there something I'm not doing right?
- 19 Did I read?
- 20 (Maggie Florida, England, three)

- 1 I congratulate editorial matters of all the wonderful magazines like at Future Publishing. I wish you could learn please to get that it's a very busy life.
- 2 There certainly is, I once poured a mug of coffee down the front of mine.
- 3 Because it's written by the most knowledgeable, original and realistic bunch of people this side of Ireland.
- 4 The Mighty Barometer is my indication of exactly what's in and what's out. Look at it as an indicator to life. If I say that something's hot, then you can rest assured that everyone will be talking about it.
- 5 Burgundy.
- 6 Oh no, a parasite in the final loop. It's suggesting in the past that I'm not going to print this letter in the present, you've set off a vicious circle in the time chain. Printing this letter has only made things worse. Civilization will end here!
- 7 What's yours?
- 8 I started smoking off about an hour ago, so any day now would be good.
- 9 Butch was trying to make a point. I've taken the matter up with him and he says he'll include the from this issue onwards.
- 10 That's the knidz. As I've mentioned before I'm actually passing through time backwards, all of which means that my parents haven't been born yet. It sounds insane, show you a picture of my favourite motorbike? Would that satisfy you?
- 11 Thinking, pondering, considering and drinking milk whiskey through a curly straw.

12 I've accumulated it since the universe exploded in the year 22853. I also keep a small recorder handy to remind me to do things like collecting the laundry or compiling my mogg.

13 Very.



Just - show him, miffed.

14 Well, it would have been less, but after I left the mag home to read an *Amiga Power*, so it'll have to be the Hatch.

15 The shirt on the left as you look at it. Unless yours is fluff in which case it's the fluff one sitting from the right, but only if you're standing on a blue diamond coast at the time.

16 Well, it's as much fun as for slaters.

17 I've appeared in it since I was one or so in my first loop through time. There's again, it's also in the *Bayless Tapestry*.

18 Turn to page 33 and find out. Andy Roberts explains how to use the cheats there.

19 Thank Billie. I thought you were going to go on as long as my lifetime on the state of Australia forming in the *Sociology*.

For anyone who's interested in *Commodore History*, the initial talks for the first treaty agreement took a record 17 years, and in one case meant that the Commodore delegate present at the final signing had to be taken to sign on the dotted line.



Ah, from the time line. One minute you're happily enjoying to return, the next you read the *Commodore History*. I *Mighty Brian*, as opposed to *Amiga!* (about any operation you can try to me. If you've got any *Commodore* problems, try to a line at *Commodore Format*, 30 Moorview Street, Buxton, DE1 2JH. Please don't send an SAE as I cannot reply personally to any letters.

OLIE'S TRIM

1 Where is Cambridge? You said west, Hutch, and that it would be fine for the stacking job, but which side did he mean 'W' or 'E'.

2 Apple Computer Productions are brilliant! I met Joe and Steve Horowitz, Mayhew's brothers. I would like to make an suggestion though - if and when they make *Mayhew 2*, could they try making it a few planes.

3 game. Or how

4 Introducing a first designer to people can design their own levels.

5 That way Mayhew would have been as new levels would be designed all the time and the money would never die. Think about it.

6 Could you please tell me where I can get hold of a copy of

7 *Mayhew* by *Stubb* *Das Software* as I had his copy when by a father university friend. I had the phone number on the very card but it's been discontinued by BT.

8 Congratulations Olie on his haircut for me.

9 Why haven't you reviewed *Supernova* on *Amiga* yet? It's been in my local software shop for two months at the original price of £3.99. It'd give it 4 stars because there's no two player multiplayer. It's still a cracked though.

10 Please see this letter 'Waiting for the good

time' (p107) - (MAG)

11 Hutch did indeed say that it'd be a good game for Christmas, and we've had a load of letters on the subject.

The problem is something called *algorithms*. This is when a software house keep moving back a release date because of problems with the game. Hutch promised *Prognosis* and they told that it would be out by the end of January, by the time you read this, it should be out in the shops.

2 The level designer is a job that you can't do if it's a good game. And even if it is a good game, they're slow because *Digital Creation* (the thing's slow because) are pretty busy creating a new game.

3 Well *EDGE* don't do it, so you can't get it on a shelf in *Shops* (I've a *Buy & Burn*).

4 Oh thanks you beauty, but wonder if you might be taking the mickey.

5 Simon didn't even know it was out there the one who gets all the games in. Tell us which software house has released it and we'll review it.



When Olie and Hutch were interviewed, they were actually in the pub.

JAMES POND 2 ROBOCOD



When Robocod arrived in the office, Simon broke several people's legs just to get hold of it first: "I haven't reviewed a game in three whole months" he cried. We pitied him. Sorry...



colour match occasionally. The sound effects are competently rather than

imposing, and the map design is clever, imaginative, and allows it to be definitely say that lead is not a word you'll find yourself using during the game, although you might use the lovely word: you - (stare)

The big question is, then, is it any fun? When you first load it up, this really does look like one of those games that's so very cute and playable, but really incredibly boring. You know the sort, where all the levels use the same and you end up falling asleep. In actual fact it came pretty close - there are times when you'll meet a difficult obstacle that you managed to

get past first time round, but you'll have to be a complete pig on the second, third, fourth, fifth, and seventh attempt, and there'll be Robocods nailing between your legs and the power switch, it feels like the programmers did realize this. Though, as this seems to be a reward for persevering - at the end of each

His nose, his green, he's got machine. Right, the cat, I don't play it. Quite frankly it's going to take a lot more than a pumped-up syllabus to impress me as far as a final mark is concerned. If this is just another Outlaw platformer, I'll have to have serious words with the friends of mine in some very dark corners of some very rough-pool mansions (events like fall, the... and 'you know', I think it's time to read the title that never stops.

When they say Robocod, they aren't kidding - this is one seriously violent fish, and most of

it'll get quite quite ferocity at your throat, only shifting after quite a few cases of PTSD.

So we Robocod fish, as well as being able to walk on his fins, can leap tall buildings (well, piles of manure), jump in a single bound, move along cliffs using only his hands, and utilize his robotic telescopic

telescopic vision to gaze back at high things. This is a fish to be admired with. One little known fact is that

James Pond is also a professor of Fish Studies, as well as a post-graduate studying the turnip in Vegetable Studies.

Technically, there's absolutely nothing in Robocod that's smooth sailing, an easy-control system, good collision detection, fast movement, and a pretty fast-paced multi-leading system. Anticlock, the graphics are clear (but only a very slight texture

James Pond is also a professor of Fish Studies, as well as a post-graduate studying the turnip in Vegetable Studies

The James Pond's always coming down... (Robocod) that the... (Robocod) that the... (Robocod) that the...



Power and Pond's looking a little better. He's in. My intention is to have a cat that...



It's a lovely little game.
With lots of nice bits.
But if I ever get my hands on the programmer I'll kill him.

POWER RATING

85%



Since I started tearing out pages of my Casiofx80, way back in 1978, they've all been a bit janky looking. Originally I was going to explain the importance of education to you the month, and how teaching code programmers could get at least an extra 20% of money out of the humble Commodore. However, the inevitable happened that I'm going back to basics, as John Major would say, and am going to tell you about strings.

STRING THING

Some of you may be wondering what strings are. Well you know that stuff that you do your computers to... No, seriously, a string in the computer sense is a load of characters all bunched together in a line. Characters are the individual letters, numbers or symbols that appear when you press keys on the keyboard. So, for example,

`COMMAND` is a string of nine letters. Most basic programs have variables, such as A or B. Commands such as `PRINT` tell the computer that the variable called A has the value 5. So if you do `PRINT A`, the computer prints 5. They are numeric variables. We are interested in string variables. You give them their values in the same way, but you add a dollar sign (hold down `SHIFT` and tap `4`) after the variable name. So you could try `LET "COMMAND" = 5`. Now enter `PRINT A` and see what the computer says.

MORE AND MORE

You can add to a string by using the addition sign. So, once you have assigned `LET "COMMAND" = 5`, `LET "COMMAND" = "AND"` will do `PRINT A` and `COMMAND` should be displayed. You can add two string variables together to make a new one. So do `LET "COMMAND" = "COMMAND" + "AND"` and `PRINT A` which will make `LET "COMMAND" = "COMMANDAND"`. Check it out with `PRINT A`. You can also do things like `LET "A" = "123456"`. If you want the push over, this is called concatenation. Although you can add bits using the add sign, you cannot use a minus sign to take bits away. Always `LET "A" = "123456"`. Remember to add any spaces yourself because the computer doesn't do it for you. Try



DR FINCH'S COMODORE REBOOK

Expert tuition on all things programming from Jason Finch. This month, the string's the thing...

`LET "A" = "THE FIRST COMMAND"` and then `PRINT A` for the result.

FATAL EXTRACTION

Not only is it possible to add bits, but you can take off certain bits of strings and assign them to new string variables. So, you've got `A` from the last example, what you should have given you is `A`. Two commands to you to try are `LEFT` and `RIGHT`. Enter `PRINT LEFT A, 5` and you should get "THEST". Then use the left-hand characters in `A`. You can do the same with `RIGHT` as well. `RIGHT A, 5` would get the right-hand 5 characters on screen.

You can use `LEFT` and `RIGHT` together to take certain bits of strings, or to add new ones. Do

`LET "A" = "COMMAND"`. Can you work out how you would get rid of the letter `D` in `COMMAND` using only `LEFT` and `RIGHT`? Try `PRINT LEFT "COMMAND", 7` and `RIGHT "COMMAND", 1` which should do the trick. You can attach that back to `A` quite easily. Enter `LET "A" = LEFT "COMMAND", 7` and `RIGHT "COMMAND", 1`. The computer should print out "COMAN" followed by `COMAN`. What you have effectively done is deleted that letter.

You can put the letter back using `LEFT` and `RIGHT` again. Just enter `LET "A" = LEFT "COMAN", 1` + `RIGHT "COMAN", 1`. Note how you must have the quote marks around the `A` in the command. `LEFT "COMAN", 1` is the string "COMAN" and `RIGHT "COMAN", 1` is the string "COMAN". So you take the "COM", add the "AN", then add the "COM" to form the whole word.

IN THE MIDDLE

You've seen how to take individual bits from the left and the right, but what about the middle? Well, there is a command to do what you need just that.

It comes in the form of `MID`, `MID` where `A` is the string to use, `I` is the start position and `L` is the number of characters to take. So, with `A` back to "COMAND", enter `PRINT MID A, 2, 3` and `MID` should be displayed on the screen. That is because the computer starts at position 2 in the string - the letter `O` - and uses three characters starting from there. If you input `PRINT` the number in the `MID` command, the computer simply takes all characters from that position. So `PRINT MID A, 2, 1000000` will print out `COMAND` since with the character at position 2 and uses the rest of the string. This is useful for chopping the front off a string whose length you are not interested in. You can also extract single characters very easily using `MID` by making `MID A, 1, 1`.

A TIMELY EXAMPLE

There is a variable that your computer uses called `TICK`, which is `TICK`. By doing `PRINT TICK` and repeat it says. The six digit number represents the time your computer has been running in hours, minutes and seconds. A better way of displaying it is using `LEFT` `RIGHT` `MID`. `PRINT LEFT "TICK", 2` will show each individual section of the string and displays it separately. Unless you should be in the middle of a readable patch, you should be able to work out exactly why that works. Fearing that, I'll print a list of statements in your time.



In the next issue I'll be showing you these and other string-related commands and to get a good practice use in your programs.





It's back - the revenge of the Arty Party, and Simon's our man with the squint...

ARTY PARTY



PICTURE: BEAUTY TWO
It's another Beauty and he'll lead you to his Wayne Allwood, if a bit fat. Wayne demonstrates that it's not always necessary to draw a detailed background - the picture works better with a plain colour, as the characters stand out more.



PICTURE: SCORPIO
I can be fairly sure that if you look a skull, (dog looks think) and sketched it, transferring the image onto a CD-R, this is what it would look like - at least here got the proportions and shape of the skull right. Quite true, which artist featured elsewhere on these pages (over this lovely little image?)

PICTURE: COUNTACH
Paul Gardner from Goggin has drawn the classic car picture. Fortunately for him, he's drawn it reasonably well, and has taken the time to give it a shadow, giving the item good background a third dimension.



PICTURE: MOBY

It was a black and stormy night. Well, a dark, stormy, and purple night. Lots of purple. Sometimes, in a far off town of a huge, stark, and shadowy castle, the mad professor Allwood sat hunched over the final creation - another picture to send in to Commodore Format, demonstrating that night doesn't have to be black, and clouds don't have to be grey.



PICTURE: MORE SPEEDBALL

Shading in the man's face, all the faces, making the picture colorful, it might have been interesting to see a completely opposite colour in there somewhere for contrast, but the whole thing works perfectly well without anyone.



PICTURE: BEAUTY THREE

As a demonstration of what I've been saying, perhaps Wayne has provided us with an effective use

of a plain background and some wonderful shading. I really like Danny, though. Whoa, whoa, whoa the subtle little you, P&O editors before the main features.



**PICTURE: GORE**

Michael Ondaatje's second attempt to make the movie better than *IT* is *THE G.O.L.D.E.N. BOY*. That abandoned head looks more like a crudely made up clown to me, so as far as I'm concerned, this face should wear a *W* quite like it actually. — Murray

CAN YOU DO BETTER?

If you think these pixels aren't really making it, get why you'd have a hard time making sense of what you're looking at. Screen format is an OOD format and I've tried to say my own words, but I've got to include some text to show you how your imagination and hard logic to all as someone is happy painting.

PICTURE: SCORIO

I don't quite know what to say when this one found its way into my screen. My first reaction was to throw up, but the idea of a standard of drawing cancelled out the usual tendency to dismiss the subject matter, and I was left feeling like I'd just been in the way of a hand of abandoned/outlet. If I can see anything quite this useless again, I'm quitting my job, and going after Matthew Cole personally. There's a lot use of 'em, but here with the computer based on the facts.

**PICTURE: GOOD**

I don't quite know what to say. It's wonderfully drawn, with a lovely little caption, and maybe Patrick Lyons from *On* (I don't think about going with writing something like this) can't be a 'lucky' Patrick really knows what he's doing with right — the whole way, the girl on the end, and the shadows on his face of match up — take note.

PICTURE: SPEEDBALL

Patrick Lyons is good, with his two were (I don't think it's for real) 'old' fan club. Payer's odd subject matter, but some nice drawings, never the less. Something tells me that he's a fan of *W*'s games!

**PICTURE: MORMON**

This is a perfect example of how to draw a face — arrange the eyes, mouth, and nose, and don't bother with hair detail. As we can see, he was drawn before the pixels (lips, nose, mouth, right side with the studio, and the only little one getting suggested by the way to the shape for a pocket of hair).

PICTURE: BEAUTY ONE

Beauty obviously has to be seen some Disney film nearby. In fact, by the look of things, he's completely lost with Beauty and the Beast, so much so that he's decided to draw that. This picture is an excellent example of the use of shading with only a limited number of colors available.

**PICTURE: BEAUTIFUL**

This is a perfect example of how to draw a face — arrange the eyes, mouth, and nose, and don't bother with hair detail. As we can see, he was drawn before the pixels (lips, nose, mouth, right side with the studio, and the only little one getting suggested by the way to the shape for a pocket of hair).

PICTURE: GIRLFRIEND

This is a perfect example of how to draw a face — arrange the eyes, mouth, and nose, and don't bother with hair detail. As we can see, he was drawn before the pixels (lips, nose, mouth, right side with the studio, and the only little one getting suggested by the way to the shape for a pocket of hair).



A GOOD PLOT

Dear Techie Tip,
How do you POKE individual pixels on the screen as opposed to using normal characters or sprites?

How do you use the 8090-A Assembly? I have tried everything, it's the format the same as the old cartridge - like a Commodore 64 or Plus 4 cartridge, Minnesota.

1 In Commodore there was a program that plotted circles on the screen by POKEing individual pixels, so have a remembrance under the boot through two months of unweathed socks. Unless you want the complication of raster interrupts, you need to use a bitmapped screen if you want to POKE any of the 80000 pixels that make up the screen. The relevant routine is made up of a loop of calculations worked out by some maths genius back in the 14th century, even before the 64k existed. (Check out lines 900 onwards in issue 40.

2 Have a look at lines 1000 onwards of the program "Public Sector Science Code" in the last issue because that was written on 6510s. Failing that, start up 8090s and enter the following:

```
10 1:ASC=0
20 100:POKE 1700,1:GOTO 10
30 100:GOTO 10
40 1000:POKE 1700,1:GOTO 40
50 100:GOTO 40
60 100:GOTO 40
```

Then give the command ASSEMBLE and the code will be read in, in three passes, and put into memory in the right place (don't you love technology? - Heh!) The earliest bit of line 10 tells it where to put the code. Enter BYEMISS to try it out. You may find the command TAB is useful, and use the command

FORMAT instead of LIST for a better view.

All your technical problems solved by the hardest working man in Commodore. Step forward and bow, Mr Jason Finch...

TECHIE TIPS



THE BEAST WITHIN

Dear Techie Tip,

I have seen you create an editor on the 64?
Can you have directives within directives? Or a 64?
A.N Other, England

1 Remember when my Commodore was all about tape loaders? Well,

there was a bit in there about creating sub-routine files on tape. The same principle apply to disk - you have to write a program that loads such that it generates the main start routine. Then when it would normally return to Start it jumps to your routine and automatically starts.

2 The only drive compatible with the Commodore 128 that allows that is the Commodore 128i, the one that uses 5.25" disks. A 124, 127 or 1271 (all of which take 5.25" disks) will not allow sub-directories (directories within directories) to be created. It is quite normal to find sub-directories when working with Amigas or PCs, but a bit rare on a Commodore.

All of this means, unfortunately, that you're going to have to shell out for a new disk drive and then convert all of your software to a completely different disk format before any of this works for you.



BLOCK OUT

Dear Techie Tip,
Months and months ago you listed a machine code program that removed blocks on the screen. Is there any chance you could give a Basic version that takes a block on the screen and replaces it with characters in that section. Also, it needs to be able to make them all normal again if that "beep" is the word you're looking for - A.M.S. Thank you very much.

Paul White, Southampton.



NOT-SO-MIGHTY BRIAN

Dear Techie Tip,

I once bought a copy of another Commodore magazine

(name or title and they form a section the year and someone else is saying about playing from through your Commodore. The writer on the program on the sheet of paper enclosed with my letter, letter as I happened to do with the listing and what does it do.

2 In Commodore, lines in your programs, why do you put comma before single figure numbers so that 1,2,3,4 would appear as 001,002,0003? The other mag doesn't do it, why do you?
Neil Garrone, East Devon.

1 The program is similar to the one that I printed way back in issue twenty-something, it enables you to put a tape in the Commodore, press PLAY and move from the computer play the music on it through the TV speaker. To see the results are what would be an advertisement, I work better off in the routine was shown in this section of Commodore with the Commodore 417044 program. It's hardly surprising that the other mag is only just discovering the virtues of tape for that piece of waste.

2 Well, imagine you have entered the following lines and know that one of them is wrong:

```
0:GOTO 1000,1000
1:GOTO 170,270,34,50,4,3,44,44
2:GOTO 10,10,2,2,5,5,5,5,4
```

```
3:GOTO 200,170,1,177,46,2,170,10
4:GOTO 10,10,1,100,1,10,10,4
```

If you had entered the Commodore with leading zeros, you would have got something like:

```
0:GOTO 1000,1000
1:GOTO 170,270,34,50,004,003,001,004,004
2:GOTO 10,10,002,002,002,002,001,001,001,001,001
```

3:GOTO 200,170,001,001,001,001,001,001,001,001
4:GOTO 10,10,001,001,001,001,001,001,001,001
You must agree that it not only looks neater but it is far easier to realize your mistakes. The "3,5,7" should actually have been only two numbers - "3,5". With the leading zero format, the top with the problem clearly sticks out a mile!

So there's your answer - we do it all to make your lives easier.



UNDER CONTROL

Dear Techie Tip:

I want to know how to move a sprite with the joystick. Please can you write a program which starts with a question on the screen and whatever direction you move the joystick the sprite moves in that direction. Please keep it short and funny please.

David Fletcher, Southwark

Sure, no probs. Give the following program a shot - it's as short and simple as I could make it and it shows you how to check for the fire button too. In this case it changes the speed of the moving block. Line 120 just changes the border colour to indicate which speed has been chosen.

```

30 FOR I=0 TO 100:PRINT I:GOTO 1
35 FOR I=0 TO 95:PRINT I:GOTO 1
40 FOR I=0 TO 90:PRINT I:GOTO 1
45 FOR I=0 TO 85:PRINT I:GOTO 1
50 FOR I=0 TO 80:PRINT I:GOTO 1
55 FOR I=0 TO 75:PRINT I:GOTO 1
60 FOR I=0 TO 70:PRINT I:GOTO 1
65 FOR I=0 TO 65:PRINT I:GOTO 1
70 FOR I=0 TO 60:PRINT I:GOTO 1
75 FOR I=0 TO 55:PRINT I:GOTO 1
80 FOR I=0 TO 50:PRINT I:GOTO 1
85 FOR I=0 TO 45:PRINT I:GOTO 1
90 FOR I=0 TO 40:PRINT I:GOTO 1
95 FOR I=0 TO 35:PRINT I:GOTO 1
100 FOR I=0 TO 30:PRINT I:GOTO 1
105 FOR I=0 TO 25:PRINT I:GOTO 1
110 FOR I=0 TO 20:PRINT I:GOTO 1
115 FOR I=0 TO 15:PRINT I:GOTO 1
120 FOR I=0 TO 10:PRINT I:GOTO 1
125 FOR I=0 TO 5:PRINT I:GOTO 1
130 FOR I=0 TO 0:PRINT I:GOTO 1
135 FOR I=0 TO 0:PRINT I:GOTO 1
140 FOR I=0 TO 0:PRINT I:GOTO 1
145 FOR I=0 TO 0:PRINT I:GOTO 1
150 FOR I=0 TO 0:PRINT I:GOTO 1
155 FOR I=0 TO 0:PRINT I:GOTO 1
160 FOR I=0 TO 0:PRINT I:GOTO 1
165 FOR I=0 TO 0:PRINT I:GOTO 1
170 FOR I=0 TO 0:PRINT I:GOTO 1
175 FOR I=0 TO 0:PRINT I:GOTO 1
180 FOR I=0 TO 0:PRINT I:GOTO 1
185 FOR I=0 TO 0:PRINT I:GOTO 1
190 FOR I=0 TO 0:PRINT I:GOTO 1
195 FOR I=0 TO 0:PRINT I:GOTO 1
200 FOR I=0 TO 0:PRINT I:GOTO 1

```



TROUBLE TRANSLATING

Dear Techie Tip:

In CP/M you gave an answer to a question which included the formula YC_{10}/YB_{10} . I

first tried a number of times to get this formula to operate in machine code but it only operates properly when the number YB_{10} can be divided by 5 without leaving a fraction. Please could you print a program that will allow the above formula to operate with any value between 0 and 255 because I can't continue a lab platform until I know how. Also, if the answer is equal to 2.5 or 6.7 it must change to 3 and 5. *Typed Computer Club, South*

Well Mr Club, did your parents not like you or did you change your name by that job?

THINGS THAT GO BUMP

Dear Techie Tip:

I'd like to know how to move a sprite with the joystick. Please can you write a program which starts with a question on the screen and whatever direction you move the joystick the sprite moves in that direction. Please keep it short and simple. *Davey Fletcher, Southwark*



Sure, no probs. Give the following program a shot - it's as short and simple as I could make it and it shows you how to check for the fire button too. In this case it changes the speed of the moving block. Line 120 just changes the border colour to indicate which speed has been chosen.

Regarding the bit of your letter I haven't bumped to Techie Tip, I hope you saw the **SEARCH MARK** program in CP/M 3.0 for your platform problem. If you use the **LSH** command it signals shift flags), this effectively divides a number by ten. Use it three times in a row and it divides a number by 1000 which is 5. It ignores fractions completely, simply wiping them out. The following bit of assembly language is what you need for the job:

```

0000 00 70
0001 00 00
0002 00 00
0003 00 00
0004 00 00
0005 00 00
0006 00 00
0007 00 00
0008 00 00
0009 00 00
0010 00 00
0011 00 00
0012 00 00
0013 00 00
0014 00 00
0015 00 00
0016 00 00
0017 00 00
0018 00 00
0019 00 00
0020 00 00
0021 00 00
0022 00 00
0023 00 00
0024 00 00
0025 00 00
0026 00 00
0027 00 00
0028 00 00
0029 00 00
0030 00 00
0031 00 00
0032 00 00
0033 00 00
0034 00 00
0035 00 00
0036 00 00
0037 00 00
0038 00 00
0039 00 00
0040 00 00
0041 00 00
0042 00 00
0043 00 00
0044 00 00
0045 00 00
0046 00 00
0047 00 00
0048 00 00
0049 00 00
0050 00 00
0051 00 00
0052 00 00
0053 00 00
0054 00 00
0055 00 00
0056 00 00
0057 00 00
0058 00 00
0059 00 00
0060 00 00
0061 00 00
0062 00 00
0063 00 00
0064 00 00
0065 00 00
0066 00 00
0067 00 00
0068 00 00
0069 00 00
0070 00 00
0071 00 00
0072 00 00
0073 00 00
0074 00 00
0075 00 00
0076 00 00
0077 00 00
0078 00 00
0079 00 00
0080 00 00
0081 00 00
0082 00 00
0083 00 00
0084 00 00
0085 00 00
0086 00 00
0087 00 00
0088 00 00
0089 00 00
0090 00 00
0091 00 00
0092 00 00
0093 00 00
0094 00 00
0095 00 00
0096 00 00
0097 00 00
0098 00 00
0099 00 00
0100 00 00

```

Note that the formula won't work with all values

UNDER CONTROL

Dear Techie Tip:

I want to know how to move a sprite with the joystick. Please can you write a program which starts with a question on the screen and whatever direction you move the joystick the sprite moves in that direction. Please keep it short and simple. *Davey Fletcher, Southwark*

Sure, no probs. Give the following program a shot - it's as short and simple as I could make it and it shows you how to check for the fire button too. In this case it changes the speed of the moving block. Line 120 just changes the border colour to indicate which speed has been chosen.

```

30 FOR I=0 TO 100:PRINT I:GOTO 1
35 FOR I=0 TO 95:PRINT I:GOTO 1
40 FOR I=0 TO 90:PRINT I:GOTO 1
45 FOR I=0 TO 85:PRINT I:GOTO 1
50 FOR I=0 TO 80:PRINT I:GOTO 1
55 FOR I=0 TO 75:PRINT I:GOTO 1
60 FOR I=0 TO 70:PRINT I:GOTO 1
65 FOR I=0 TO 65:PRINT I:GOTO 1
70 FOR I=0 TO 60:PRINT I:GOTO 1
75 FOR I=0 TO 55:PRINT I:GOTO 1
80 FOR I=0 TO 50:PRINT I:GOTO 1
85 FOR I=0 TO 45:PRINT I:GOTO 1
90 FOR I=0 TO 40:PRINT I:GOTO 1
95 FOR I=0 TO 35:PRINT I:GOTO 1
100 FOR I=0 TO 30:PRINT I:GOTO 1
105 FOR I=0 TO 25:PRINT I:GOTO 1
110 FOR I=0 TO 20:PRINT I:GOTO 1
115 FOR I=0 TO 15:PRINT I:GOTO 1
120 FOR I=0 TO 10:PRINT I:GOTO 1
125 FOR I=0 TO 5:PRINT I:GOTO 1
130 FOR I=0 TO 0:PRINT I:GOTO 1
135 FOR I=0 TO 0:PRINT I:GOTO 1
140 FOR I=0 TO 0:PRINT I:GOTO 1
145 FOR I=0 TO 0:PRINT I:GOTO 1
150 FOR I=0 TO 0:PRINT I:GOTO 1
155 FOR I=0 TO 0:PRINT I:GOTO 1
160 FOR I=0 TO 0:PRINT I:GOTO 1
165 FOR I=0 TO 0:PRINT I:GOTO 1
170 FOR I=0 TO 0:PRINT I:GOTO 1
175 FOR I=0 TO 0:PRINT I:GOTO 1
180 FOR I=0 TO 0:PRINT I:GOTO 1
185 FOR I=0 TO 0:PRINT I:GOTO 1
190 FOR I=0 TO 0:PRINT I:GOTO 1
195 FOR I=0 TO 0:PRINT I:GOTO 1
200 FOR I=0 TO 0:PRINT I:GOTO 1

```

begging for anal! The PRO tests all the machine language commands and gives details on what they do.

3 The following programs checks for specific joystick collisions and makes all sprites that are in collision with other ones disappear, whether it's just two or all eight.

```

3 FOR I=0 TO 100:PRINT I:GOTO 1
35 FOR I=0 TO 95:PRINT I:GOTO 1
40 FOR I=0 TO 90:PRINT I:GOTO 1
45 FOR I=0 TO 85:PRINT I:GOTO 1
50 FOR I=0 TO 80:PRINT I:GOTO 1
55 FOR I=0 TO 75:PRINT I:GOTO 1
60 FOR I=0 TO 70:PRINT I:GOTO 1
65 FOR I=0 TO 65:PRINT I:GOTO 1
70 FOR I=0 TO 60:PRINT I:GOTO 1
75 FOR I=0 TO 55:PRINT I:GOTO 1
80 FOR I=0 TO 50:PRINT I:GOTO 1
85 FOR I=0 TO 45:PRINT I:GOTO 1
90 FOR I=0 TO 40:PRINT I:GOTO 1
95 FOR I=0 TO 35:PRINT I:GOTO 1
100 FOR I=0 TO 30:PRINT I:GOTO 1
105 FOR I=0 TO 25:PRINT I:GOTO 1
110 FOR I=0 TO 20:PRINT I:GOTO 1
115 FOR I=0 TO 15:PRINT I:GOTO 1
120 FOR I=0 TO 10:PRINT I:GOTO 1
125 FOR I=0 TO 5:PRINT I:GOTO 1
130 FOR I=0 TO 0:PRINT I:GOTO 1
135 FOR I=0 TO 0:PRINT I:GOTO 1
140 FOR I=0 TO 0:PRINT I:GOTO 1
145 FOR I=0 TO 0:PRINT I:GOTO 1
150 FOR I=0 TO 0:PRINT I:GOTO 1
155 FOR I=0 TO 0:PRINT I:GOTO 1
160 FOR I=0 TO 0:PRINT I:GOTO 1
165 FOR I=0 TO 0:PRINT I:GOTO 1
170 FOR I=0 TO 0:PRINT I:GOTO 1
175 FOR I=0 TO 0:PRINT I:GOTO 1
180 FOR I=0 TO 0:PRINT I:GOTO 1
185 FOR I=0 TO 0:PRINT I:GOTO 1
190 FOR I=0 TO 0:PRINT I:GOTO 1
195 FOR I=0 TO 0:PRINT I:GOTO 1
200 FOR I=0 TO 0:PRINT I:GOTO 1

```

from 0 to 255 because values of less than 50 make YB_{10} negative. Make sure you do not cut this routine when your sprite's vertical position (YB_{10}) is less than 50.



MULTICOLOUR DREAMCOAT

Dear Techie Tip:

I am having problems understanding how to get both high resolution and multicolour characters on the screen at the same time. I want to know how to get them next to each other. Please let a Basic program demonstrating how to use multicolour mode properly, as I've been trying to work it out for ages. *James Leach, St Austell*



```

30 FOR I=0 TO 100:PRINT I:GOTO 1
35 FOR I=0 TO 95:PRINT I:GOTO 1
40 FOR I=0 TO 90:PRINT I:GOTO 1
45 FOR I=0 TO 85:PRINT I:GOTO 1
50 FOR I=0 TO 80:PRINT I:GOTO 1
55 FOR I=0 TO 75:PRINT I:GOTO 1
60 FOR I=0 TO 70:PRINT I:GOTO 1
65 FOR I=0 TO 65:PRINT I:GOTO 1
70 FOR I=0 TO 60:PRINT I:GOTO 1
75 FOR I=0 TO 55:PRINT I:GOTO 1
80 FOR I=0 TO 50:PRINT I:GOTO 1
85 FOR I=0 TO 45:PRINT I:GOTO 1
90 FOR I=0 TO 40:PRINT I:GOTO 1
95 FOR I=0 TO 35:PRINT I:GOTO 1
100 FOR I=0 TO 30:PRINT I:GOTO 1
105 FOR I=0 TO 25:PRINT I:GOTO 1
110 FOR I=0 TO 20:PRINT I:GOTO 1
115 FOR I=0 TO 15:PRINT I:GOTO 1
120 FOR I=0 TO 10:PRINT I:GOTO 1
125 FOR I=0 TO 5:PRINT I:GOTO 1
130 FOR I=0 TO 0:PRINT I:GOTO 1
135 FOR I=0 TO 0:PRINT I:GOTO 1
140 FOR I=0 TO 0:PRINT I:GOTO 1
145 FOR I=0 TO 0:PRINT I:GOTO 1
150 FOR I=0 TO 0:PRINT I:GOTO 1
155 FOR I=0 TO 0:PRINT I:GOTO 1
160 FOR I=0 TO 0:PRINT I:GOTO 1
165 FOR I=0 TO 0:PRINT I:GOTO 1
170 FOR I=0 TO 0:PRINT I:GOTO 1
175 FOR I=0 TO 0:PRINT I:GOTO 1
180 FOR I=0 TO 0:PRINT I:GOTO 1
185 FOR I=0 TO 0:PRINT I:GOTO 1
190 FOR I=0 TO 0:PRINT I:GOTO 1
195 FOR I=0 TO 0:PRINT I:GOTO 1
200 FOR I=0 TO 0:PRINT I:GOTO 1

```



The 16 colors of the CGM have three modes associated with them, from 5 to 15. With multicolor mode on, any characters printed in colors 6 to 7 are kept as high-resolution, whereas characters with colors 8 to 15 appear as multicolor characters, with up to three different colors (not including the background). Multicolor mode is stored at location 5038E and multicolor test at 5039E. The other colour is equivalent to the character colour you gave 5, minus 5. The following program displays lots of CFs and their outlines to and from multicolor mode each time you press a key.

```

100 1000 MULTICOLOR ON/OFF/5 BY J.P.0425
110 PRINT C$$(255)
120 POKE 5038E,5:POKE 5039E,1:GOTO 5038E
130 GOTO 5039E:GOTO 5039E,14
140 POKE 5040,50:GOTO 5039E:GOTO 110
150 PRINT "CF"
160 GOTO 100
170 GOTO 5040,50:GOTO 5040,170
180 POKE 5037E,10000:GOTO 5037E OR 24
190 GOTO 5040,50:GOTO 5040,170
200 POKE 5037E,10000:GOTO 5037E AND 220
210 GOTO 170
  
```



HAPPY BIRTHDAY

Dear Techie Tip,

My son has requested a printer for his birthday, but I won't buy him one unless I know the facts. Could you advise me on the following:

- 1 What is the difference between serial, parallel and dot matrix?
- 2 Which printers would you recommend?
- 3 Will they work with Mac Office?

- 4 What and how much is the cheapest currently available printer?
 - 5 What accessories will I need to make it work?
 - 6 Whereabouts could I get one?
- Anna McDonnell, London

1 Serial and parallel are the way the printer is connected to the computer, either to the serial port or the parallel port. The CGM has, in each case, a parallel port though. Cost varies as follows. 2 It depends on the set of methods used by printers, either serial or parallel, to print characters (they're made up of dots). 3 & Citicore 1000... one of the finer range, or a Commodore MPS1500.

4 If the printer you choose is CGM compatible then yes.

4 Prices vary, but you should be able to pick up a decent printer, say a Citicore, for around £100. 5 If the printer is fitted with a CGM serial socket, you will not need any additional accessories. 6 In parallel you will need an interface. These can be bought from Microstore Ltd. (0201 621 6000)

8 By mail order from Data Electronics Ltd. (0492 744 901) or Ocas (04775 85550). Check out advertisements in CF for other suppliers.



ELECTRIC SHOCKER

Dear Techie Tip,

I bought my son a second hand 1501 disk drive and an 8850/1000 printer back in the summer of course, having so many purchases we had to buy a four pin adaptor so we now have a CGM with tape deck, a television set, a disk drive and a printer connected up. Great, nothing. However, I soon found my son getting very angry while playing on the computer. Why? Well, since

getting all these wonderful things, the little Commodore has taken to crashing our game, which it never did before. So what do you suggest? It seems to be like some sort of glitch in the software. Is it? It appears to occur when the happen runs in or the washing machine changes cycle. (Sharon Young, Hillyer)

I don't want to boost or anything, but I used to have a CGM, a monitor, two drives, a printer, a TV, a video, a stereo and two lamps all running off the same main socket as each other (that's the rest of the town did for electricity back then, I really don't know). It was a bit of a silly thing to do but when you've only got one main socket to choose from, what other option is there? It could be that your adaptor situation is causing the hassle; I've recently purchased the same with a CGM drive and when I gave it a socket of its own it decided to shut up and do its bit (well, play for, anyway, they're noisy beasts at the best of times). Try giving the CGM a socket to itself or, alternatively, copying the printer and only connect it when you actually need to use it. These problems are due to the adaptor's cable not being big enough to suck the required amount of current out of the wall. You need a 25A piece of cable or it's an electrical shop should be able to help. The fact that it happens after your washing machine changes cycle is odd, the supply shouldn't be interrupted to such a way that it matters. Of course you could always refrain from doing your bit's cycle when your son wants to play his game!

Always bear in mind, by the way, that those cubic adaptors are pretty damn little things — they weigh a tonne once they've got four other things plugged into them, and can quite easily be knocked out of the socket.



QUICK SHOTS

When you load music in BRUCE, that I have seen done, what memory locations can you find it on?

Paul Clarke, Macclesfield

Unless my sources of information are completely wrong, 87800 is a good bet for music. There is quite a lot of free memory there for each thing.

I've fed up with Basic but can't find any books to teach me machine language. Is there any chance of you starting up a machine language tutorial section in Techie Tip?

Raymond Nixon, Lichington, Spa

Starting out up with Techie Tip will find the more I can give to letters and listings. The ultimate decision of whether or not to start up a separate machine language tutorial series is up to the Great King Heam.

How do you make a routine that makes the computer wait, such as on Screen Paint when you select GUT?

John Saunders, New Zealand

The Basic command EYE 0000 will read the computer. So you could do something like: 10 PRINT "EYES" 2 PRINT "GUT" 30 IF 00-1000 THEN GOTO 10

Is there any way of telling if a program if the printer is switched on or off so that a (0000) NOT PRESENT error is avoided?

David Lee, Chesham

The following should work with most printers. OPEN 4,0,PRINTS,CLOSE 4,IF 00-10 THEN PRINT "OFF",GOTO 40 ELSE GOTO 10

suggest you print a message saying "Printer off line?" and then clear it off the screen immediately after the PRINT#4 command. If the printer has at least attempted to print something, it is not off line.

How do you make new Basic commands without cartridges?

Jonathan Taylor, Southampton

It depends on how you want the new commands to work. For example, you can have the computer either reinterpreting the Basic extension commands itself or you can force the user to enter another character before the command so that it looks something like COL,000 4.1. It sounds like a cop out, but Basic extensions are beyond the scope of Techie Tip. Maybe I can look down my Catechism page which deals with such amazing things.

The start of another bulging gamebusters. This month *Andy Roberts* makes a rather dubious joke about a Zebra, but covers it up by changing the subject really quickly...

GAMEBUSTERS

BARBARIAN 2

(Mega)

Apart from being a rather tough beat 'em up, this one is a rather tough-armed adventure too. From the mighty Barbarian, Richard Beckett has a full victory up his sleeve (Power,yellow-key-F). He bids that COLLECT OBJECT only applies if there is an object present on the screen—the object positions vary from game to game, you visit Level 1—From the start, WEST, WEST, collect LIFE, WEST, SOUTH, SOUTH, collect OBJECT, EAST, EAST, WEST, collect LIFE, NORTH, EAST, SOUTH, SOUTH, collect LIFE, NORTH, NORTH, collect OBJECT, EAST, collect LIFE, NORTH, SOUTH, WEST, collect OBJECT, NORTH, NORTH, WEST, collect OBJECT, EAST, SOUTH, east wall. Level 2—From the start, WEST, WEST, collect LIFE, NORTH, NORTH, collect OBJECT, EAST, SOUTH, EAST, EAST, SOUTH, EAST, collect WEST, NORTH, NORTH, collect LIFE.

OPEN YOUR WALLET

Each and every month there's a chance to win one of our much sought-after Software Yearlies, worth a very big sum! And the catch? There is no catch, just come into an event on your local maps for FREE, powered, in fact anything you think is useful to other readers. Then post the entries to Andy Roberts Gamebusters, Commodore Forum, 11 Marmesson Street, Glast., Avon, BA1 2SR, Glaston.

WEST, NORTH, WEST, NORTH

visit LIFE, WEST, SOUTH, collect OBJECT, NORTH, WEST, SOUTH, collect LIFE, EAST, EAST, NORTH, EAST, collect OBJECT, WEST, SOUTH, WEST, SOUTH, east wall.

Level 1—From the start, NORTH, NORTH, NORTH, NORTH, collect LIFE, WEST, SOUTH, collect OBJECT, NORTH, EAST, SOUTH, SOUTH, SOUTH, SOUTH, EAST, EAST, collect LIFE, NORTH, NORTH, NORTH, NORTH, collect LIFE, EAST, EAST, collect OBJECT, WEST, NORTH, EAST, collect OBJECT, WEST, SOUTH, EAST, SOUTH, SOUTH, collect OBJECT, WEST, WEST, NORTH, WEST, WEST, collect LIFE, EAST, NORTH, NORTH, NORTH, NORTH, east wall.

Level 2—From the start, OBJECT, EAST, collect OBJECT, WEST, east wall (WEST) to complete the game. What a hero.



Be victorious over the best Barbarian adventure ever!

COPS & ROBBERS

The fearless adventure Richard Beckett compares up another bag of sound advice for those wanting to follow in the footsteps of Sherlock of the 80s. Now, you should collect each of the diamonds as you enter at each screen.

From the start, enter the BANK, collect the FBI and then enter the POLICE (It's OK, take the FBI) and enter go into the OFFICE (100) and go upstairs to the 5th, use the key in the wall and enter the 200, stand by the letter 'D' and make a note of the number that appears when (It's OK), go down on the 1st, enter the code on the safe (the number you were given earlier) and you should be given a bank (probably an Ever Ready).

Go down on the 1st and use the bottom-right of the screen, go left and use the torch to collect the first diamond in the dark room to finish the game. If you need help, go back to the safe and the combination should be the same... forever.

FREDDY HARDEST PART 1

Guess who? Yes, it's Richard Beckett again, this time with a bundle of funny lines up for the first part of our Powerpack (see).

◆ The main points are usually found after most of the holes.

◆ To order to jump into a pit, you will need to stand just over the edge of it (a pop character can't enter).

◆ There is no time limit, so take things slow and enjoy what's out of the ordinary.



Freddie Hardest is tougher than there are.

◆ Duck-jumped in the air, as it is a full-screen beat 'em up.

◆ If there are two-bling facilities going right in the air follow them. There is a maximum of two-blinks on screen at once, so if you follow them too many enemies will appear.

◆ If you own an Action Playpak, freeze the game and from press 'F' to exit the screen. You can now fill in the gaps, using any of the letter keys, but be sure to place the Media directly opposite Freddy's smiley face. ◆ If you're a gily wad (and that's not meant to be laughed at) play off the way through the first post, load up the manual website and use the code (2542) to begin.

MONSTER MASH

Having trouble with the game? Richard Beckett will, and being such a total soul he's decided to share his winning plan with the rest of the world. Every quarter, apart from the last one, can be killed by going to the top-right corner where you will walk from the fire. Now you have no reason to be afraid until you are able to reach further up the screen. You can now stand at the side of the monster and enjoy a dose of it. If at this time that you could have a good microphone, then the game sounds pretty good (it's OK). ◆ If you're a gily wad, use the code (2542) to begin and then visit the product.



Be a gily wad and use the code (2542) to begin and then visit the product.

More advice and screenshot of Action Playpak (Power) of Richard Beckett. To use them, freeze the game, press 'F' to enter the POLICE, then use 'F' to enter the game.

LIFE FORCE
POWER 1250, 173 - include smart bonus
POWER 1250, 173 - include bonus
POWER 1250, 173 - include bonus

COPS & ROBBERS
POWER 8000, 173 - include bonus
POWER 8000, 173 - include bonus

FREDDY HARDEST PART 2
POWER 3000, 180
POWER 3000, 173 - include bonus
POWER 3000, 173 - include bonus

ACTION REPLAY POWERS

SOS DIZZY

It's the third and final part of our SOS Specials honoring the foul egg the world knows as Dizzy. This month Andy Roberts meets the Prince of the Yorkfolk and gets a little spellbound in the process.

DIZZY PRINCE OF THE YOLKFOUK - THE SOLUTION

From the start, collect the LEASES, MATT ORES, and JAG OF WATER, then drop them back to the door in the order: Go L, L, get PHONAKS, R, R, R, get CAGE, R, get [BY BRIDGE] BT from the crowd, D, use phaser next to rocks, drop phaser, L, U, get RUSSET, D, R, R, R, talk to Penelope - he will take the nugget.

Go R, drop cage near Puff, U, R, go to right field ledge and jump, U, drop DIZZY bridge (L), jump over to the Towers (follow route on map), get HARP, L, L, L, U, L, jump on to cloud, jump, L, give help to ST. PETER, get CHEESE, jump R, drop cheese in cage, get CAGED RUFFLE, L, L, L, U, L, L, L, L, drop caged Ruffe on rocks and then...

Go L, U, R, get OFFSHORE MOTOR, L, U, L, U, R, get MEY, L, D, R, D, R, R, R, R, D, R, R, give railroad ticket to Penelope, get SCYTHE, R, U, U, jump over to the Towers, drop SCYTHE by spiky bush, R, get RAGLE, U, L, U, R, R, U, use key to open door, drop key, R, U, L, L, L, get THESEUS, R, R, R, D, L, L, D, R, D, L, L, L, L, L, U, L, use leashes on Lion's foot, get THROPS, fly egg for two minutes.

Drop Bugle, R, D, R, R, R, U, U, jump over to the Towers, R, M, L, R, R, R, U, L, drop them on left of screen, R, G, L, get GRAMMER, L, L, D, R,

D, L, L, L, L, U, L, get BARGE, L, L, give nugget to Bugle, get JONES BOOK, L, L, U, L, use spinner on drainage hole handles, R, R, D, L, L, L, give you-back to Penelope, get FLAG.

Go R, R, R, U, L, U, drop flag by flagpole, talk to flag, talk to King, D, R, D, R, R, R, R, D, R, R, R, U, L, jump over to the Towers, FLAG, U, R, R, R, U, use lion like your egghead (Lion) to finish the game... almost.

Collect all 30 cherries and return to Dizzy, beat it back and watch the goal and sequence.

ACE ADVICE

Only collect cherries at the end of the game, otherwise you'll lose loads of them.

■ The MAGIC CARPET, POTIONS, and BRIDGE are no-headers.

■ Practice training on the BOSS, as it can be tricky. Avoid contact with the fountains dotted around, as they sap your energy rather quickly.

SPELL-BOUND DIZZY

Now that you should collect the stars as you progress, as they are needed by Theo to release Dizzy's charm, Oh, and this solution only applies to the original old steam version.

Move LEVER, R, U, L, L, get 1 leathers, R, R, D, D, L, drop a Boulder, get CEMENT, R, R, drop other Boulder, drop cement in water, get BUCKET, talk to Dimp, get SHRELLA, get BAG, L, U, U, Drip on table, jump R, get MEY, get HAMMER, drop bucket in hole to R, D, drop bucket, drop hammer on rocks, D, talk to Dimp, get DIRT, get TRAMPETTE, drop

trampette to the right of Dimp and jump at it, get out (SHY), get BUCKET, L, L, give anchors and DIRT to Theo, drop anchors, drop DIRT, drop BUCKEN, L, get 3 leathers, R, R, D, D, D, D, D, get SHAMPOOK, drop mat, drop all leathers, U, U, U, U, L, L, get DIRT, get BUCKET.

Go L, jump up to Leprechaun (follow arrows on map), give SHAMPOOK to Leprechaun, get HONEY, drop bucket, drop DIRT, D, get 7 leathers, R, R, D, L, drop honey by SHAR, L, get TRUSSMAN, get JAGG, talk to Dimp Dizzy, get HEADS AND, R, R, drop leathers, U, L, drop heading set by Dimp, get WHEEL, U, U, L, give heading set and anchors to Theo, drop heading set, drop vase.

Go L, jump up to Leprechaun as before, give hammer to Leprechaun, get BUCKET, get DIRT, L, D, drop you next to cushion, L, talk to Dimp.



get SHREWS, R, U, L, drop bucket under leathers LEVER, U, R, drop DIRT, talk to Dimp, get FISH-OOD, L, D, R, D, R, give shams and tentacle to Theo, drop shams, get SHREWS (U, R, U) (only used as before), jump R, drop hammer, drop DIRT, drop Ruffe, L, D, L, drop anchors, drop

hammer, get SHREWS, L, get 3 leathers, R, R, D, D, D, D, L, drop anchors by plant, R, get MEY, L, drop MEY by flag, get COLLAR, drop all leathers, R, U, U, D, U, L, give coin to Theo - if you have collected all 10 stars Theo should now disappear.

Drop all objects, get FLAG, get SCORPION, L, jump up to the Leprechaun system as before, L, L, U, R, get DIRT, use scowther, stand on top and drop DIRT, and you'll get sucked back to your own world quicker than you can say Dizzytron.

SAGE SUGGESTIONS

■ Every object is useful, and there are 900 red herrings at all times.

■ The "jumpy" ball expedites energy - use it wisely or perish rapidly.

■ Lumping out of The PC Edition can be very difficult indeed, so keep trying.

■ It can take time to fly up the windy shaft - blow a bit more - HURTS, so above all the patient gamblers.



"I've solved the problem with the leashes. I'll be back soon!"



Can there be more? If you're still having trouble completing any of our Dizzy games, check out next month's CF for a gut-busting report of cheats, POTIONS, and fancy features. We'll do it and you'll, well, eat it!

Aright, so maybe it's not as obvious as I thought. Either way, we've had some correspondence from young and old alike wanting to know what all these different cheats and hints are good for. Well, there are four different kinds of cheat which we post in CF: there's how to use each of them.

CHEAT MODES

These are special tricks and secrets built in to the game by the programmer. And as a result not every game will have a cheat mode. Many cheat modes require you to type in a word or phrase on the title screen or high score table, but some can be a little strange (the finger-licking cheat for *Creatures 2* springs to mind). You need no additional hardware to use a cheat mode, or 'keypad cheat' as we sometimes call them, so just follow the instruction carefully.



Remember to read the cheat mode manual included in the magazine before trying this finger-licking cheat.

RESET POKES

A reset POKe usually has two elements: a POKe statement (followed by a return) and an SYS statement. For example, `POKe $111, 11` followed by `return`. The actual POKe changes a location in the computer's memory, usually reducing the amount of lives/bullets/energy or what have you. The SYS number is the machine code equivalent of POKe and is needed to reset the game. To use a reset POKe, you MUST have a reset switch. You simply load up the game and reset the machine, afterwards the familiar blue starting screen will appear. The game is still intact, however, and you simply enter the POKe, or POKes followed by the SYS address through the game running again.

ACTION REPLAY POKES

These are the easiest to do-choose and need only an Action Replay cartridge. To use an AR-POKe, load up the game and press the freeze button on the cartridge. Now press 'R' to select the POKe's option from the menu, enter the desired POKe or POKes (pressing RETURN after each one) and the press 'R' to return the game. No SYS number is needed because the cartridge can return the game automatically. Therefore, reset pokes can be entered by Action Replay owners (ignoring the SYS card), but reset switch owners cannot use Action Replay POKes.

LISTINGS

Listing cheats can be used by anyone, as they require no additional hardware. A listing is exactly what its name suggests - a BASIC program, each one made up of lines (usually starting at zero and

CHEATS AND HOW TO USE THEM

We've had quite a few letters from bemused readers who'd really like to know how to use the cheats Andy Roberts prints each month. If

you're a bit stuck then Read on...



increasing in steps of one). The listing must be typed in exactly as it's printed in the magazine, and you should press RETURN at the end of program line to enter it. For example, you would start read listings with line 0, typing something like this small interesting example: a one space (TAB) or six (followed by return). Enter every line in the manner, and when you finish the program (LINE 0) is cassette or disk for future use (`PRINT POKe; CHeat; 1,1` for cassette or `PRINT POKe; CHeat; 1,1` for disk). Now type 000 to enter, run the listing, if all is well, the message `POKE'S PLAY ON TAPE!` will appear (in other cases, insert the required game cassette and press play - it should now load as usual). However, you may be confronted with `DATA ERROR`, in which case you should check the DATA lines you have typed in. The most fool safe method is to get a friend to read out the lines from the magazine while you type them in. The listings are tested thoroughly, so any mistakes are most likely to be typing mistakes. (Except when I join lines together by mistake - sorry I wasn't actually going to mention this. Cf well. CF)



While the Commodore BASIC and the actual cheat modes were constructed by the programmers.



LEVEL 1

A nice, simple introduction to the game... not. The first enemy you see has a high priority, and should be dealt with as soon as it's possible. The few moving waves of blue ships can be ignored (and be ignored that you should do in their sleep), but you're not to get carried away moving along the 'lane'. Landing at the rearward will often get you in line of what they are about to appear—avoid them as soon as you can.

The 'boss' is a 30 of a problem at best, and you have time to deal with them; they follow an inflexible pattern, so that the variety of their movement (both in and out) stays there. Also keep an eye out for the invisible landing at the bottom of the screen, which is usually obscured when your ship's screen view there. Shoot from behind it, but only after the level no longer brings them, when you'll get a point when the boss is a body, but generally they are easy to get past.

The first guardian matches the rest of the level, in other words, is placed at a certain point, the firing pattern the other guys follow and where the ship has to land. When which those things are the screen, as well as set off what's coming in your wake. These guys have around 10 shots each in the 60000. Place your eye at the top of the ship, which

10

It's mean, it's hard, and it's simply the toughest shoot 'em up we've ever put on the Powerpack. Getting through to the end of the game seems totally impossible... until 'Sage' Andy R arrives.

When you just do things quickly on your own, you'll have to expect with up to four out-of-the-way ships—your. Finally, the eyes, which appear occasionally in the lane. These tend to be shot around the time they're in the lane before an alien wave appears. They're all the first. The possibility is that you'll be much easier than the first 10, but by no means certain.



I can't think, that really can't think, and only by the eyes, it's been thinking.

The eye regularly fires out a laser beam, and the result spits out some sort of deadly 300000. The eyes occasionally, that fire at irregular speed towards your ship. The best place to stay is in the middle of the line at the top's lane, moving up or down to change the firing rate, when you're at 90-90, which is up and down the eye, then move back down again. You'll need to remember it with around 20 shots before it turns up in 100.

connected with. There is a laser field on the level, but this one is equipped with a moving gun turret—about this, as such as it appears. The particular position, a huge laser cannon mounted on the wall, can be active in reality if you don't know the secret.

The initial cannon regularly fires out a huge beam, and the three mounted on top also will which quickly come in your way. Initially, the two, one... things at the top and bottom of the screen lead to the destruction. You'll notice that the top one is green—about it with a camera and behind it shows that they're both and behind the bottom one, and the turret, that go back to the top one, and they fire that 600,000 destroyed. Do NOT shoot them into the fire from behind, or, as they get out of view of what is essential, how good the laser attacks. Some on the top of the screen, which needs around 10 shots, to finish the level.

LEVEL 4

Just the toughest level in the game, but certainly the toughest guardian. This set of, more so for the eyes which shoot towards you as the level progresses. They tend to aim the ordinary way well, but are slightly slower—keep your nose pointed. Apart from the usual waves of blue and grey ships, there are also large swarms of spinning discs, which



are from the equipment of the screen, towards your ship if the screen is busy, more into the center rather than down the lane.

The final guardian, or Embryo, which I find to call it, is a challenge for the higher stages. As soon as the things are killed on the side of screens will regenerate and begin to move. As they come, they'll all go into the centre of the screen, and you have to wait in order that they get at the screen, until no more remain (but they'll be around 20000-30000). Get your eye to the grey target at the center of the screen. Shoot this 10 times to destroy it, then shoot the eye of the bubble around 20 times to completely eliminate the thing... and finish the fully game in the process. Note that you've finished the bloody-minded game, you can take something a bit easier like making Empire without ever being on building the final boss without

NEAT CHEAT

Do you run an Action Replay cartridge? Has dot these POKER should be a blessing to you, and more. Simply locate the game and enter POKER 29 117 131 - infinite lives POKER 270 58 - invulnerability If you're using a word patch, 070 0032 will reset the game.

regularly they don't let a laser beam track.

The laser usually 14 shots to hit, and causes the ship at the center area destroyed. This will then start to the ship at your ship as you attempt to shoot a 10 times to process to the rear view.

LEVEL 2

Advance the program entirely with you out, as the level is packed with waves death all the way through the first problem you'll encounter and the arena which regularly spit out lethal attacks, and can be avoided if you're in the lane away as the laser fields begin, these become more of a problem for the game the 60000 points. There are also an spinning disc waves along the bottom of the level, and should be shot at the earliest opportunity. Oh, and that's not for 10 and 100.

Apart from the wave-fanned waves around ships, there are also waves of grey ships which descend from the top of the screen, being as they

LEVEL 3

Apart from the usual barrage of aliens, the level also features some very tight spots to squeeze through, as the aliens to take your 1000000 game. The laser patterns to the 100-100 of them are the all systems, which to use the screen at a moment of time it 60000. Some columns of the set head one of the screen, while others fly back and disappear to the right. About any one droppings and waves of blue ships as soon as they appear, as the lack of an enemy space remains kills your 200000.

Head back out for the floating enemies, which leave when shot at when they're in the field, creating a damage when they drop back down. If possible, shoot them from above, but if the alien is visible just shoot from and by just quickly. As



What that's security that takes in 100 times and a much longer game.

SEYMOUR goes to HOLLYWOOD



You can't keep a good spud down, and this just happens to be the only Seymour adventure we haven't solved. So, grab a comfy seat and prepare to enter the world of pools and movie stars.

From the start

Enter **CAR**, collect **HAND** and **GLASSES**, leave **CAR**, **E**, walk into **GUNRO** and drop **GLASSES**, **R**, **R**, **R**, **R**, drop **HAND**, **R**, **L**, **L**, collect **DICTIONARY**, **R**, **E** through gap (press **RETURN**), **E** through gap, **L**, **L**, **L**, give **BOOK** to **SECRETARY**, **R**, **R**, **R**, **R**, **R**, enter **HUT**, collect **JACKET**, **R**, **R**, enter **HUT**, collect **LEGS**, leave **HUT**, **L**, **L**, enter **HUT**, collect **KEY**, leave **HUT**, **D**, **L**, **L**, use **KEY** on **DOOR**, **U** through gap, **E** through gap, drop **JACKET** and **LEGS**, **R**, **R**, **R**, **D**, **L**, **E**, **R**, enter **HUT**, collect **SPANNER**, **L**, **D**, **R**, enter **HUT**, collect **BALL**, **L**, **L**, **D**, **L**, **L**, **U** through gap, drop **BALL**, **L**, **L**, use **SPANNER** on **LIFT**, **U**, **U**, **R**, **D**, **U** (right of screen).

LIFT BEHIND

Collect **KEY**, **D**, **E** (left of screen), **L**, **E**, **L**, collect **HEAD**, **R** (top of screen), collect **POW-POW**, **L**, **R**, **D**, **R**, **R**, drop **HEAD**, **R**, use **KEY** on **DOOR**, **E** through gap, collect **JACKET**, **R**, enter **door**, get **JACKET** to **STEER**, **R**, enter **SHOP**, give person **POW-POW**, collect **PARROT FOOD** and **KEY**, **L**, **L**, collect **SHIRT** **PUMP**, **L**, **L**, **L**, **U** (between gap), use **KEY** on **DOOR**, **L**, **R**, **U** (between gap), **U** (between gap), drop **SHIRT** **PUMP** and **SHIRT-SWEET**, **L**, **L**, **U**, **R**, **L** (bottom of screen), **D**, **R**, **R**, **E**, **L**, collect

STUCK OR LOST?

It happens to us all at one point or another. One minute we're chugging through a game quicker than sweeties through a siphoner and the next we're stuck. Don't be gum tough. If you've got these Can't-Finish-my-game blues, then write to Andy Roberts, Correspondent, Commodore Format, 28 Macintosh Street, Bath, Avon, BA1 2PE, France. Don't expect a personal reply though. We can only print solutions in the magazine. Good-pool stance.

BALLOON, **R**, **D**, **L**, **L**, **U**, **R**, **L** (top of screen), **U**, **R**, **D**, **U** (right of screen), collect **HAND**, **D**, **U**, **D**, **D**, **R**, **R**, drop **HAND**, collect **BALLOON** **PUMP**, **R**, **R**, **R**, **R**, stand on platform and use **BALLOON**, head onto platform, **R**, collect **ARM**, **L**, go **BALLOONING**, drop **ARM**.

UP, UP AND AWAY

Go **BALLOONING**, **R**, enter **HUT**, collect **KEY**, **L**, **L**, go **BALLOONING**, drop **KEY**, go **BALLOONING**, **R**, collect **FLOWERS**, **L**, go **BALLOONING**, drop **flowers**, go **BALLOONING**, **R**, enter **HUT**, collect **GLOVES**, **L**, **L**, go **BALLOONING**, drop **BALLOON PUMP**, collect **KEY** and **FLOWERS**, **L**, **L**, **U** (between gap), drop **KEY** and **GLOVES**, **L**, **L**, **L**, give **FLOWERS** to **SECRETARY**, collect **SHIRT**, **R**, **U**, **U**, **L**, use **KEY** on **DOOR**, **R**, **D**, **R**, **R**, collect **SHIRT**, **R**, **L**, **L**, use **KEY** on **DOOR**, enter **door**, **R**, **D**, collect **BODY**, **D**, **L**, enter **door**, **R**, enter **door**, **D**, **U** (left of screen), **U**, **L**, collect **HEAD**, **D**, **L**, **R**, **L**, **L**, use **KEY** on **DOOR**, **U** (between gap), **U** (between gap), **U** (between gap), drop **BODY**, collect **PARROT FOOD**, **R**, **R**, **R**, **R**, **D**, **L**, **L**, **R**, enter **HUT**, drop **PARROT FOOD** in various places until the **PARROT** follows it and goes out the door (just in front to the door), **R**, drop **FOOD** to left of screen, **L**, when **PARROT** goes, drop **FOOD** next to hot foot, enter **HUT** after **PARROT**, collect **SASSER** and **KEY**, **L**, **D**, **R**, **D**, collect **ARM**, **L**, **L**, **L**, **R**, use **KEY** on **DOOR**, **U** (between gap), **U** (between gap), **U** (between gap), drop **DARKEE** and **ARM**, collect **GLOVES**, **R**, **L**, **L**, **L**, enter **DOOR**, **R**, collect **DOOR** and **CARD**, **L**, **L**, **U**, **U**, **U**, **U** (between gap), **U** (between gap), enter **door**, collect **APPRENTICE**, **WARRIOR**, enter **door**, **R**, **R**, enter **door**, **R**, enter **door**, **R**, enter **DOOR**, **R**, enter **DOOR**.

COWGIRL BLUES

Go **L**, drop **CARDS**, drop **DOOR** and **WARRIOR**, **L**, enter middle door, talk to **COWGIRL**, collect **NOTE**, enter door, **R**, **D**, **L**, enter door, **L**, **U** (between gap), **U** (between gap), drop **NOTE**, collect **GLOVES**, enter door, **R**, **L**, enter door, **R**, enter door, **U**, collect **CARDS**, **DOOR** and **WARRIOR** in the room, **D**, **L**, enter door, **L**, **U** (between gap), **L**, enter door, **R**, **L**, (on top of screen), give all objects to **RICK BRADY**, **R**, **L**, (on bottom), enter **door**, **R**, enter door, **R**, enter door, **R**, **U**, collect **GLOVES**, **D**, **L**, enter door, **L**, **L**, **U** (between gap), **L**, enter door, collect letter, **R**, **L**, (top of screen), give letter to **RICK BRADY**, drop **GLOVES**, collect **LOLLIPOP** and **GLIMPPOWDER**, **R**, **L**, (on bottom), enter door, **R**, **U** (between gap), **U** (between gap), drop **LOLLIPOP**, **L**, **L**, **R**, **L**, enter door, drop **GLIMPPOWDER** next to **SAFE**, enter door, **R**, **D**, **D**, **R**, **R**, **L**, **L**, **L**, enter door, **R**, collect both **DOORS**, **L**, **L**, **E** through gap, **U** through gap, **R**, **U** through gap, **U** through gap, collect **LOLLIPOP**, **L**, **L**, **L**, **L**, **L**, **L**, enter door, give **DOOR** to **L**, drop other **DOOR**, collect **KEY** and **BARRAGE**, **BUTTY**, enter door, **R**, drop **KEY** and **BUTTY**, **L**, **L**, collect **FOOT**, **R**, **L**, drop **LOLLIPOP**, collect **KEY** and **BUTTY**, **R**, **R**, **R**, **R**, drop **FOOT**, **R**, **L**, **L**, **L**, **R**, use **KEY** on **DOOR**, **U** (between gap), **U** (between gap), **U** (between gap), collect **BALL**, collect **BODY** and **FOOT** (top the **BUTTY** in the process), **R**, **L**, **R**, enter door.

More **BALL** in **DODG**. More adventures in Hollywood next month.



Buytime continues for who and why adventures in the US of A. So, if you're actually interested about finishing the game, watch this space. (Don't you wish?) -Hasty



AMIGA

CD³²

A GREAT NEW MAGAZINE FROM THE
MAKERS OF COMMODORE FORMAT

You've bought a CD³²?
Then you know it's a great machine
already. What you perhaps don't
realize, is the amount of **games**
software on its way for this
extraordinary machine.

Or what it is these **games** can
really do.

Some time early in April there will be a
magazine on sale, which will
enable you not only to read about
these games, but also to play them.
We're packing at least **30 demos**
and a fortful of games on to a disc
that's equivalent to
700 floppy disks!

It's from the makers of
Commodore Format.
So you know you're in good hands.

Only thing is, it's going to cost you the
best part of a fiver. But let's face it,
where else would you get **650**
megabytes of sheer interactive
entertainment and a great 100-pages
of CD³² magazine for the price of a
budget game?

LISTOMANIA POKERAMA

Loads more funky games cheat listings for
perspiring cheaters everywhere...

PIPEMANIA

(MAME/TOUL-CONV)

To raise the game simpler Pipefix offering of a village
dial and a TV weather girl, use in this wacky pipe fixing
game!

- 1 000 00000000 0000 00 000
- 2 000 0000 00 000000 000000 0000 0000 0000 0000
- 3 00 000000 0000 00000 00000 000000 0000
- 4 0000 00000000 00 0000 000000 00 00 00 00 00 00
- 5 0000 0000 0000 000 000 000 000 000
- 6 0000 000 000 000 000 000 000 000 000 000 000
- 7 0000 000 000 000 000 000 000 000 000 000 000
- 8 0000 000 000 000 000 000 000 000 000 000 000
- 9 0000 000 000 000 000 000 000 000

INDIANA JONES & THE LAST CRUSADE

Another superb listing FORK from Manchester's way

own Player Pkings, offering a budding bridge to the
the an aspiring member of an independent oil bank
the the Commodore Andy? - Handy advice here to play
with You can also play the COMMODORE key using
the You can use infinite energy, 2M, and 27M, instead
of using a bomb, thanks to the above cheat, and you
can level up freely.

- 1 000 0000 0000 00 000
- 2 000 0000 00 000000 000000 0000 0000 0000 0000
- 3 00 000000 0000 00000 00000 000000 0000
- 4 0000 00000000 00 0000 000000 00 00 00 00 00 00
- 5 0000 000 000 000 000 000 000 000 000 000 000
- 6 0000 000 000 000 000 000 000 000 000 000 000
- 7 0000 000 000 000 000 000 000 000 000 000 000
- 8 0000 000 000 000 000 000 000 000 000 000 000
- 9 0000 000 000 000 000 000 000 000 000 000 000

JOCKY WILSON'S DARTS

Apart from the ubiquity of lanes and banking for years
in a darts career, you can make the game
easier with this infinite one listing, which
also allows you to play for 2M in play! It's
more! More!

- 1 000 00000000 0000 00 000
- 2 000 0000 00 000000 000000 0000 0000 0000 0000
- 3 00 000000 0000 00000 00000 000000 0000
- 4 0000 00000000 00 0000 000000 00 00 00 00 00 00
- 5 0000 000 000 000 000 000 000 000 000 000 000
- 6 0000 000 000 000 000 000 000 000 000 000 000
- 7 0000 000 000 000 000 000 000 000 000 000 000
- 8 0000 000 000 000 000 000 000 000 000 000 000
- 9 0000 000 000 000 000 000 000 000 000 000 000

I.O

Here we have a simple general listing. Choose from

characters, invincibility, the ability to press Q for more
info during the game, and top buff with your choice of
starting and max health.



If you wish to see this listing,
you'll have to use cheats.

- 1 000 0000 00 000000 000000 0000 0000 0000 0000
- 2 00 000000 0000 00000 00000 000000 0000
- 3 0000 00000000 00 0000 000000 00 00 00 00 00 00
- 4 0000 000 000 000 000 000 000 000 000 000 000
- 5 0000 000 000 000 000 000 000 000 000 000 000
- 6 0000 000 000 000 000 000 000 000 000 000 000
- 7 0000 000 000 000 000 000 000 000 000 000 000
- 8 0000 000 000 000 000 000 000 000 000 000 000
- 9 0000 000 000 000 000 000 000 000 000 000 000

- 10 0000 000 000 000 000 000 000 000 000 000 000
- 11 0000 000 000 000 000 000 000 000 000 000 000
- 12 0000 000 000 000 000 000 000 000 000 000 000
- 13 0000 000 000 000 000 000 000 000 000 000 000
- 14 0000 000 000 000 000 000 000 000 000 000 000
- 15 0000 000 000 000 000 000 000 000 000 000 000
- 16 0000 000 000 000 000 000 000 000 000 000 000
- 17 0000 000 000 000 000 000 000 000 000 000 000
- 18 0000 000 000 000 000 000 000 000 000 000 000
- 19 0000 000 000 000 000 000 000 000 000 000 000

MENACE - DISK

This simply allows you to use the invincibility (and you
can use it) from Progression, and you can use it to
immediately enter with the key of the listing. Type it in,
(SAFE) if for any reason you, then press the listing
anything and we cheat anything.

- 1 000 000000 0000 00 000
- 2 000 0000 00 000000 000000 0000 0000 0000 0000
- 3 00 000000 0000 00000 00000 000000 0000
- 4 0000 00000000 00 0000 000000 00 00 00 00 00 00
- 5 0000 000 000 000 000 000 000 000 000 000 000
- 6 0000 000 000 000 000 000 000 000 000 000 000
- 7 0000 000 000 000 000 000 000 000 000 000 000
- 8 0000 000 000 000 000 000 000 000 000 000 000
- 9 0000 000 000 000 000 000 000 000 000 000 000
- 10 0000 000 000 000 000 000 000 000 000 000 000
- 11 0000 000 000 000 000 000 000 000 000 000 000
- 12 0000 000 000 000 000 000 000 000 000 000 000
- 13 0000 000 000 000 000 000 000 000 000 000 000
- 14 0000 000 000 000 000 000 000 000 000 000 000
- 15 0000 000 000 000 000 000 000 000 000 000 000
- 16 0000 000 000 000 000 000 000 000 000 000 000
- 17 0000 000 000 000 000 000 000 000 000 000 000
- 18 0000 000 000 000 000 000 000 000 000 000 000
- 19 0000 000 000 000 000 000 000 000 000 000 000
- 20 0000 000 000 000 000 000 000 000 000 000 000

21 0000 000 000 000 000 000 000 000 000 000 000

MONSTER MASH

Use this cheat to
control the monster
and make it
appear in the
game.

- 1 000 000000 0000 00 000
- 2 000 0000 00 000000 000000 0000 0000 0000 0000
- 3 00 000000 0000 00000 00000 000000 0000
- 4 0000 00000000 00 0000 000000 00 00 00 00 00 00
- 5 0000 000 000 000 000 000 000 000 000 000 000
- 6 0000 000 000 000 000 000 000 000 000 000 000
- 7 0000 000 000 000 000 000 000 000 000 000 000
- 8 0000 000 000 000 000 000 000 000 000 000 000
- 9 0000 000 000 000 000 000 000 000 000 000 000
- 10 0000 000 000 000 000 000 000 000 000 000 000
- 11 0000 000 000 000 000 000 000 000 000 000 000
- 12 0000 000 000 000 000 000 000 000 000 000 000
- 13 0000 000 000 000 000 000 000 000 000 000 000
- 14 0000 000 000 000 000 000 000 000 000 000 000
- 15 0000 000 000 000 000 000 000 000 000 000 000
- 16 0000 000 000 000 000 000 000 000 000 000 000
- 17 0000 000 000 000 000 000 000 000 000 000 000
- 18 0000 000 000 000 000 000 000 000 000 000 000
- 19 0000 000 000 000 000 000 000 000 000 000 000
- 20 0000 000 000 000 000 000 000 000 000 000 000



NOBBY the AARDIARK

In which our hero, Nobby, gets to Atlantis City (like you do), and the action becomes more and more intense. So, all you budding ant-eaters looking for the aardvark heaven they call Antopia. Read on, you never know, you might find out something you didn't know. Then again...



LEVEL 4 - ATLANTIS CITY 340 BC

From the start, shoot the two frogs (look to the right), then wait for the gush of water to go down before moving right. Jump over the spikes, shoot the green warter who appears in front of the temple, then wait for the gush of water to move down again. Jump up the steps and hit the warter at the top, edge right and shoot the

people squids thing near heart right to the steps. Face left, then jump up to the top step - from here you can safely shoot the wizard on the platform above. Jump onto the platform and walk left, then step off the end of the platform, just holding onto it land on the platform below.

Edge left and shoot the squidy thing on the next platform, jump left onto this, then keep jumping left across the platforms, avoid landing on the spikes. When the green warter comes into

view, keep walking left until you reach some more steps leading up. Quickly shoot the frog at the top, then head right and jump over the spikes. The large 500000 type robot is a tricky opponent, and usually the best option is to shoot like crazy. Once it's dead, continue right jumping over the spikes again and you reach some more steps - jump into the bottom one to avoid the robot.

When safe to do so, continue right to the next set of steps and jump up. Shoot the frog at the top if they haven't killed themselves already, go right, then carefully jump across the platforms. To the right lays another 50000



NOT STRICTLY TRUE

In this game, Freddy is seen to suck milk up out of the ground to fly at low speeds. Now I don't need the ground to fly at low speeds, but I don't need any milk to fly fast. But any/one's got to eat, and they need to get their milk. So any/one's a big ol' milk sucker. Nowhere's a big ol' milk sucker, such a sucker. It's a national trademark thing as an example. It's a national trademark from the legend family which is found in southern Iowa. It's used to refer to milk suckers and cows. And, it tends to refer to it, which makes it an excellent use. Come to think of it, could make a great sequel to the game - makes the American great again and smoo the backside. Or something.

so fall it in the same way as before than continue up the slope. Pause at the top to shoot the two spiders, continue right, then quickly descend of the two frogs (this can be frustratingly difficult). Head right again, jumping over the gap and the spiders, then slide down the gap as the end (this right as you fall).

Now drop down the gap gradually using the platforms

on the right-hand side, then stop when you reach the wooden platform.

Wait for the frog to leap into the water, jump left onto some lava, then immediately shoot the second to your left. Continue left, shoot the spider, then jump over the water and the spiders. Jump over the next set of spikes, the piece at the water's edge to shoot the green warrior. Jump over the water when safe, then jump over the next set of spikes and drop down the gap, heading left as you descend to reach a hidden section. Jump over the spiders and go up on the left to collect an extra life.

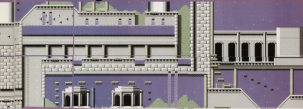
Now head left back to the gap and jump right across to the lower section.

Wait for the queen of water to go down, head right and jump over the spiders, then continue right to meet yet another 10,000 more bees. Once destroyed, head

right and jump over two sets of spikes to come face to face with another 10,000 judds - kill it as before. Incidentally, if you climb up the platforms at the start of the section you can 'miss out' the first 10,000 robot, but there is a risk of landing on some spikes.

Now continue right up to the edge of the rock-walled, then jump up the slope and kill the two wizards at the top. Jump up the next set of platforms and collect the WOMB CRAB, which probably contains rocket fuel, then jump over the spikes and head right to the awfully rocket-jump into this to which Freddy got to the outer reaches of the solar system for magical to the Moon - who knows, it might only have half a tank of petrol.

You know, I question the program designers' special decision. Now, I'm not the world's worst platform game player, but I really don't like 'up' as the joystick being a jump. Now I know that you need to stop the buttons and all, but it's so fiddly getting those jump sequences when the joystick becomes your pressing it to the left and not up/left. You know the feeling, you're stood there on a precipice judging the next leap when you suddenly remember why you shot the previous five times... it was because the eternal physicist thought it was doing well and you happily funded it of the left to storm. Maybe they could have a wood-activated joystick



20 USEFUL THINGS TO DO WITH AN AARDYARK

- Put it first in the dictionary.
- Use it as a handy well-shrouded hand-over-killies wonder toy thing.
- Hammer up girls/robots after Christmas.
- Use it as a sleeping bag.
- Kill people with it.
- Steal hand being its well-chopping head or your tail to offend animal rights people.
- Wear the skin to watch what's best of people's hand-out.
- Use it as an excuse to punch Stein at sea.
- Use it to shoot the oil in your car.
- Use its tongue as flypaper.

- A hardwood, 2000-calorie, and just about any other rock bag.
- Donate it to a zoo where it can lead a proper humane life, free from abuse and the harsh realities of urban Britain.
- Release it round the streets, mockily saying "Pony for the cartoon!"
- Send them into the office, simply marking your desk as 'hardcore'.
- Commit mortgages.
- Collect the rat.
- Place full of ants, then see the results as someone you don't like and replace the stomach.
- Slitting it, willy style.
- Suppress the it, laws and have a slightly more ironic birthday cake.
- Write long lists of things to do with it.

where you should not fire when you wanted to display your superiority. More fun for thought next month, and then, happy anniversary. Or something.



Put it back in approximately 13,000 minutes with the latest installment of the already epic Freddy saga. Or you a golden rule, not present to guide Freddy through the equivalent space station we've ever seen. Or, and we might even rotate a killing platform for your very own hobby monster.



SCEPTRE OF BAHARIAN

Arcade adventures don't come bigger than this jumbo family-sized epic, so we've decided to bust it open in traditional Gamebusters style. Allow Andy Roberts and Richard Beckett to take you through the game... or, please?

FROM THE START

Press **SPACE** for **FLUTE**, **LEFT**, **LEFT**, **LEFT**, climb stairs, **RIGHT**, **RIGHT**, **RIGHT**, use **CLUSTER** for **WATER BAG**, **LEFT**, **LEFT**, **LEFT**, enter door, go down stairs, **RIGHT**, hit **WATER BAG** in **POOL**, **LEFT**, **LEFT**, **LEFT**, use **WATER BAG** for **HEALS**, **LEFT**, fly on **MAGIC CARPET**, enter tower, use **FLUTE** to climb **SPACE**, climb **SPACE** (just climb), use **CRYSTAL** for **WARD**, **RIGHT**, jump up at end, use **HEALS** for **WARD**, **RIGHT**, stand at edge of platform/look down **HEALS**, **RIGHT**, enter door, **RIGHT**, climb stairs, **RIGHT**, **RIGHT**, **RIGHT**.

Use **NET** on **WARDROBE**, enter **WARDROBE**, go down stairs, **RIGHT**, enter between the trees.

Press **KEYS** for **OPEN**, fly on **MAGIC CARPET**, use **WARD** for **WARD**, **LEFT**, **LEFT**, climb stairs, **RIGHT**, **LEFT**, **LEFT**, use **LAMP** for **NET**, **LEFT**, enter door, go down stairs, **LEFT**, **LEFT**, catch **SEE** in **NET**, fly on **MAGIC CARPET**, **LEFT**, use

WARD on **STATUE**, enter where the statue was, **DOWN**, **LEFT**, use **OPEN** for **WARD**, **RIGHT**, **RIGHT**, **RIGHT**, use **WATER HELMET** for **WARD**, **OPEN**, **LEFT**, **LEFT**, enter between rocks.

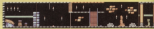
LEFT, **RIGHT**, fly on **MAGIC CARPET**, **RIGHT**, use **FLUTE** for **WATER BAG**, **LEFT**, fly on **MAGIC CARPET**, **LEFT**, **LEFT**, use **WARD** for **BLUNT STAKE**, fly on **WATER BAG** for **BARREL**, **RIGHT**, enter between rocks, **LEFT**, **RIGHT**, fly on **MAGIC CARPET**, **RIGHT**, enter door, **RIGHT**, **RIGHT**, use **STAKE** for **WARD**, **RIGHT**, enter door, go down stairs, **RIGHT**, use **NET** on **BARREL**, use **WARD** on **BARRELS**, **THROUGH**, **LEFT**, **LEFT**, fly on **MAGIC CARPET** with **BARREL**, **RIGHT**, **RIGHT**, use **SCROLL** for **BARREL**, climb stairs, **RIGHT**, **LEFT**, use **NET** for **STAKE**, **LEFT**, **LEFT**, use **WATER HELMET** for **FLUTE**, **LEFT**.

fly on **MAGIC CARPET**, enter tower, climb **SPACE** with **FLUTE**, climb **SPACE**, use **WARD** for **CRYSTAL**, fly jump at end, use **STAKE** for **BARREL**, **RIGHT**, enter door, **RIGHT**, use **KNIFE** for **GLOVES**, climb stairs, **RIGHT**, **RIGHT**, **RIGHT**, enter **WARDROBE**, go down stairs, **RIGHT**, **RIGHT**, **RIGHT**, use **WATER BAG** to save your position (enter 'old game') to continue from here, enter door, **LEFT**, use **CRYSTAL**.



CITY GUIDE

City of Baghdad
 Maps taken along with the
 game.
 In this, it
 was found that the
 location of Baghdad was
 correct by the
 and golden colours of the
 landscape. Further inspired
 by the style of the
 history.



AGHDAD

to BOON, climb stairs, RIGHT, LEFT, LEFT, LEFT, enter door, go down stairs, LEFT, LEFT, LEFT, fly on MAGIC CARPET, LEFT, enter where statue was, DOWN, LEFT, LEFT, use BOON.

To open door, enter door, swap BOON to GOLD, RIGHT, RIGHT, fly on MAGIC CARPET, RIGHT, RIGHT, fly on MAGIC CARPET, RIGHT, fly on MAGIC CARPET, enter tower, charm (SHAM) with PLUTE, climb BRACK, swap FISH HELMET for THRUSS, RIGHT, jump at BRID, swap PLUTE to SPARE, RIGHT, enter door, RIGHT, climb stairs, RIGHT, RIGHT, RIGHT, RIGHT, enter TEMPLEDORE, go down stairs, FIGHT, FIGHT, FIGHT, RIGHT, enter STAIR using GOLD (either climb), swap GOLD with ASH to slayman STRAK.

Swap ASH for GOLD again, LEFT, LEFT, enter STAIR using GOLD (either down again), swap GOLD with BOOTS, swap LEFT, enter door, LEFT, climb stairs, RIGHT, LEFT, LEFT, LEFT, enter door, go down stairs, RIGHT, RIGHT, enter door, go down stairs, LEFT, LEFT, LEFT, use STRIKE to hit CYCLOPS, RIGHT, RIGHT, RIGHT, climb stairs, FIGHT, RIGHT, fly, swap STRAK for RED CAPE, LEFT, LEFT, LEFT, LEFT, climb stairs, RIGHT, RIGHT, RIGHT, enter TEMPLEDORE, go down stairs, FIGHT, RIGHT, FIGHT, RIGHT, RIGHT, use good BULL, using the CAPE, swap COPS to ASH, LEFT, LEFT, LEFT, enter door.

LEFT, climb stairs, RIGHT, LEFT, LEFT, swap SCROLL for LAMP, LEFT, LEFT, enter door, go down stairs, LEFT, LEFT, LEFT, fly on MAGIC CARPET, LEFT, enter where the statue was, swap LAMP for GUNNER, D, RIGHT, using ASH to BURN ASH, LEFT, jump up to top of screen, RIGHT, RIGHT, walk over FIRE with BOOTS, RIGHT, swap SPOKEN ASH with BOW to cut BOW, enter door, LEFT, LEFT,

enter between bushes, swap BOOTS for LAMP, RIGHT, RIGHT, fly on MAGIC CARPET, RIGHT, enter door, RIGHT, RIGHT, RIGHT, enter door, go down stairs, LEFT, LEFT, LEFT, LEFT, go down stairs, LEFT, stand on RED SHAW and the GOV, LEFT, swap LAMP for SCROLL, jump into the MIST, RIGHT, fly on MAGIC CARPET, RIGHT, enter door, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, RIGHT, walk to edge of BALCONY with the SCROLL to complete the game.

MUMMY, WHAT ARE OBBYS FOR?

If you'd like to know the game for yourself rather than rely on our optional solution, use the handy resume if you get a little stuck.

LAMP - use the MUMMY, GOLD LAMP - carry the FEATHER CLUSTER, PILE OF ROPS (SHADE) - use the PLUTE, STATUS - approach with WINGS, SPIDER - carry the MAMA, WINDMILL - use the KEYS, BEE - catch with LEFT, WATER BAG - sit at WATERMILL or POOL, SHAWNY OBBY - approach with SACRED OBBY, DEATHY - carry full WATER BAG, STONE BOON - slay the BOON, SHOPS -



STRANGE BUT TRUE

As strange as it is, a digital game composed of scattered stories, a few folks who was updated before written novels, what are you getting to the new story or introducing it really through an adventure. Like other computer games, the game is being regularly updated. It's not just a collection.

Some here include, and I will make you with my family.



use the GOLD, DESERT WELL - carry FISH HELMET, PEARL - use RIME, MELUSA - carry the MOTHER, SPOON - approach with full LEFT, SPOON'S THREAD - sit with STONE, BULL - carry the CAPE, POTIONS - save game position, STRAK - swap with ASH, CYCLOPS - approach with SHAPENED STAIR, DRAGONDORE - repair with ASH, HOT COALS - use FIRE, BOOTS, BOW - use SPOON'S THREAD, GUNNER - use to cut the BOON, SPINNING - rock (used BOW) and LAMP, SCOFFER - approach BALCONY.

CHEATS AND THINGS!

Not content with programming 800 games simultaneously, John Baghead (who has also put together the bundle of games especially for you, the CP readers), find this first, if you'd like the extra fun and energy to play with, load down the 'C' and 'M' keys on the PERMANENT OPTION screen. The music will change to let you know that the cheats are active. Alternatively, hold down the 'M' key (again on the PERMANENT OPTION screen) to reset the CGA. You can now mess around with the music thus... F00E: 011011010 for the music F00E: 410110110 for the speed (followed by 010110110 to start the music). Finally, if you don't fancy playing at the game through the game, the password for the end sequence is I HATE THE FAT MUMMY SPOONER, which is a spunky combination. DELAYED 05/00.

GETTING ONE OF THESE?

Clue: It's a sparkly
new 32-bit Amiga
1200!



With loads and loads
of really cool
software!

Then you've got to
get a copy of this...

THE AMIGA FORMAT BEGINNERS' GUIDE

It's an

AMIGA
FORMAT SPECIAL

And it's
ON SALE
Thursday
January 6!

BINDERS and BACK ISSUES

Sometimes it just works out that way. You were planning to get down to the shops to order, but someone stole. The cat might have been sick on the Commodore, a flea while might have straggled through the net, you may have even been conversing to the Johnsons' waitress. Basically, you missed out on an issue of CF. However, we've got some good news - you can simply send us a cheque or P.O. and we'll send you the appropriate issue. But there's a quibble hidden in your collection, some of the regular hobby.

Of course the other problem is the condition of your issues. Are they simply stored in a pile next to your computer or in an old Sainsbury's box under the bed? Sounds like you could do with a binder to keep everything nice and neat. Again, simply fill in the coupon below and we'll send you a rather fetching CF binder. Hurrah!

SHOP SAVIOUR

Do you feel that you can never get hold of a copy of Commodore Format? The magazine is so popular that it tends to sell out rather quickly. And let's face it, there's nothing more annoying than looking at the way down to the shops only to find that some issue

gone and bought the best copy in the land! In the UK, well, we have a solution. You can ask your manager to order you a copy. He can do this whether he normally stocks the magazine or not. All you have to do is request it every month and he'll put one by for you.

You can find a great twenty cheques coupon on page 90. Simply fill it in, drop it off at the newsstand and enjoy the delicious feeling of satisfaction that it sends over you.



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RUNNING RINGS AROUND THE REST

The first in-depth look at Saturn, Sega's new super-console

With Saturn, Sega are winning the race to build the next generation of videogames hardware. And *Sega Zone* wouldn't miss it for anything, in our March issue we penetrate Sega's veil of secrecy (and, or something!) to bring you the world's first in-depth report on their extraordinary new machine. We've got the very latest specifications,

along with the absolute pictures yet of the first Saturn games. And believe us, they make even the most expensive arcade machines look pretty sick. As you can probably tell, we're pretty excited about the whole thing.

PLUS! Getting the most from Austin's brilliant *NBA Jam*; the CES

news everyone else missed; the absolute, ultimate, definitive *Zone J* review; some fabulous basketball equipment to be won; playing games over the telephone; reviews of *Double Switch*, *Ground Zero Texas*, *Motocross League Hockey*, *Barkley: Shut up and Jam!*, *Castlevania* and more; and plenty of other cracking stuff.

sega
ZONE

Issue 17 of *Sega Zone* on sale Thursday 24 February

GAME ZONE

Not so much a Super NES games mag, more a way of life.



Britain's hardest hitting SNES mag. New issue OUT NOW!



Are you brave enough to take on all the World Master of Mystery? Here's the first of our tests.

Are you a genius? Can you solve the puzzles in this? It's hard with these.



THE GAUNTLET

Simon is a very uptight person. At the merest hint of a challenge he'll stand defiant and face up to you. He never wins of course but it looks good. How will you lot do?

SUCKS

There's right - I'm not setting the puzzle any more, you are. First up is Ryan Mitchell from Leeds, who's a self-professed 680-band of Slicks, the USA crowd in paperback. Without taking any shortcuts, his best lap time is 15.3 seconds, his second best being 15.33 (it

wasn't just a one-off, you see). The big question is, can anyone beat that? I mean, you should all be terribly good car racers by now. So either get the bottle to shift through the gears to claim an amazingly genny victory.

That's our first challenge this month: get a 1:04 lap-time under 15.3 seconds, and knock Ryan off his perch.

MAYHEM IN MONSTERLAND

Secondly, Ryan was a bit impugned as to how CP's very own Andy Turley Guide 680's

beast? Roberts can get a 25-stud bonus on Mayhem in Monsterland, as he's only managed 20 on the passport items. What do you know - it's another challenge.

(Personally, I don't manage to get a staff bonus of more than about seven. But then that's why I get the challenges, not to be them.)

Our second letter this month is John Luke Cool in Kent, who agrees with Ryan about the Mayhem in Monsterland challenge, but has a couple more of his own design.

STREET

FIGHTER 2

Luke's first challenge is for anyone out there to write it, taking as all of the player's earnings. This is the CD when you see the champion look at his cash-up. (Because of the nature of the coin, no further proof will be required.) (Actually this one isn't terribly difficult because at least three other Future Publishing magazines have already printed them. You'll have to check them out.

BUBBLE BOBBLE

Another simple one from Luke, who appears to be a fan of the cute beaver banking game. This time, the call is for anyone to make it with the ending message after level 100, as proof that they've completed the thing.

DANCE OF THE VAMPIRES

Am I getting out of touch? I've never heard of this one before in my entire life! Oh well. Anyway, this is a challenge that merges in with Gamebusters in a way. The challenge here is to

lead to a complete solution.

FREE THINGS

As usual, there'll be a prize for the winning entry for each challenge of a magazine of games, an either tape or disc, so get playing, fill out the form, and send it along. Oh and remember guys, Cheats don't prosper.



Speed and dexterity or something. Beat Simon's 15.3 and get your name printed in it.





PD FORMAT

There's not that much real software out there, so Simon takes another look at what you can get for free.



On the past months, we've seen quite a wide and varied selection of games on the CD-ROMs, with about 100 titles, patterns,

video shoot-em-ups, table games, shoot 'em ups, and Tetris clones. We've even had the odd Tetris clone (remember Tetris part?) This month, you'll be taking a look from the normal range of words and spelling tests (which I believe is still relevant).

The bulk of this month's files are based around word processing applications. Actually, there's a lot of it — all of the programs are WIP or pending utilities, but I'd prefer it if you assumed we had some variety here...

GARFIELD

This is a very simple program that draws pictures of Garfield along with the message of your choice. Only one question remains — what the hell is with the computing community and Garfield? Surely an Amiga developer goes by without a picture of Garfield, and college computer rooms all over the country are littered with those oh-so-funny pictures of Garfield staring up at his monitor or whatever. If you like Garfield and having a computer "face" it seems enough of fun to draw you to something quick, you should enjoy the one as well.

30%

Personally, I prefer creating messages for the bridge over water, which is the thing of water, that.



ELECTRONIC DIARY

Basically, when the first package for looks at that notebook go with printers, and is only vaguely related to word processing. Sorry if I'm imagining you, but there follows an explanation as to exactly what an electronic diary is.

Everybody that kept a diary at some point in their life or tried to. If you managed a year, you're an alien. If you managed a week, I commend you. But if you lasted five days, you're only human. If you put the whole thing down onto computer, you end up with a diary that never looks empty — no more fiddling through huge volumes of unmarked, high-paper, just to see about a given number — you enter

the date you want to edit, and you edit, ending up with your fully-functional diary on a computer disk as opposed to paper.

Now well done this particular version work, then? Well, as explained in setting up our huge data file, and spending loads of time editing that together, the program saves an individual file

for each entry you make, making for faster access, easily accessible entries, and all the other advantages of the files over conventional memory. Performance-wise, everything works fine, and for a PD package the thing takes really quite heavily. Get to get, then.

65%

OUTLINER

This is where things get serious, as we've got an outliner here. As the file suggests, Outliner draws outlines. Simply speaking, if you're ever away without the notes of a staff from college, you'll know about the huge number of forms wandering around university or about planning things using bubble diagrams, tree diagrams, maps, tables with lots of levels without any truly only file called references or courses, sub-headings, terms, and just about anything that anyone else happens to be taking about at the time.

What we've got here is the program to do them of up to 100 pages. It's designed specifically for essay plans, sub-headings, drawing things up, notes to use if they stick, putting things on back covers, naming other things up flag notes, and generally making a load of stuff with lots of silly (and

VELVEETA

Good name, handy program, though — it's for people who want to manipulate text outside the standard environment of their word processors. This means that as well as stripping carriage returns, breaking page-control characters, sorting out spacing and taping with just about any file type, the package allows you to reorganize them at a stroke out into pages. If you need to do something other than simply print text files, the program could help you out to end.



In the Velveta, you may want some computerized outline, and that's the right file at the right time.

otherwise completely unedited phrases. So if you're not that much planning an essay, the package could have and will save your life. If, like me, you've got a brain, and often discover the process of writing your essay, but remember lines in various different places before finally writing the English language, you'll have found as much use for the package as you would for a huge hand-drawn outline in a book.

30%

WORD COUNT

It counts words, does a word count. You give it a text file full of words, and it counts them. As far as counting's concerned, it's probably really quite difficult to go wrong, as the package does work okay, if you ask what I mean, in that producing the output doesn't cause the program to do nearly all word processors have a word count built in, and even if they didn't, you probably wouldn't go to all the trouble of building up your program just to find this one up. Then again you might have an idea of what you desperately need to know.

If you're in a file and don't let us, I really need these words counted or people are going to be in the situation, the package does the job adequately. Not even.

64%

NEXT MONTH

Simon, most of the same basically. Although we probably won't have any word count



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back into the
office long enough to put
together another page of
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BACK TO BASICS

D'you want to do more than play games on your C64? How about learning to program it, and expand both your of horizons. Simon shows you how.

YES, IT IS

It's just what you thought so. In fact, it was so simple, I think you'll do it again next month. What we're not doing is going to your with the way basics of BASIC. If you managed to follow what was going on over the last page without too much difficulty, you should be all set for this 42% journey into the slightly more intelligent realm of loops.

LIGHTLY SALTED

If you're a novice to BASIC and fancy something you'll like to learn, then welcome to hear from you. This series is aimed at the absolute beginner, so no question is too simple. Unlike us, with a background on your face at the address in that lovely line seen there and to the left of it, PEEK() and POKE() expect a personal reply though. We haven't got the time or the staff to deal with you at.

Do you know what the difference between a mouse and a computer is? The answer is simple, a keyboard. It does get a little more complicated than that, but the basic answer is that whereas with a mouse all you can do is plug in a cartridge and play a game (usually, unless you're busy in some weird dimension or something, the game-on itself), with a computer, you can use the keyboard to access the computer's in-built languages and systems, making it do a lot more than run a game.

One of the parts of your C64 you can use is called BASIC — it's what we call a programming language, and it's the bit that appears when you first boot your machine on (unless you've got a game cart plugged into the bank). A programming language is a special set of instructions that tell the machine to carry out certain operations. When you link a set of these special instructions together, you end up with a program. Let's take a look at a very simple program.



It's actually the first of programs that everyone begins with, and it works very simply. Let's take a look at that in a bit more detail, though.

Line numbers — The reason we number commands is to keep them in the right order, and help the computer know what order we want to run them in. There's another use of the numbers with the GOTO command, but we'll come back to that later on.

PRINT — This command is really very simple, as it just displays on the screen whatever we put between

AMELIORATION

I'd go to the trouble if I were you. Putting that in force is a little better (to BASIC) than the first, and you're having trouble with any aspect of it, just write to the BASICS, Commodore Format, 361 Monroeville Street, East, Avon, BA1 2BN, and I'll see what I can do about helping you in any way in that, in our regular feature.

the speech marks. In this case, it should display the words COMMODORE FORMAT.

GOTO — This command is rather special, as it doesn't simply "execute" anything. It just tells the C64 what line to go to next. So far, the program will have gone through line 10, and when reaching line 20, the GOTO command tells it to jump back to line 10, and carry on from there. In this case, the GOTO command has created a loop, so the program will continue to repeat the string that's put in quotation marks for the words COMMODORE FORMAT over and over again until you interrupt it.

COMMANDS — Well, that's all this one, really, isn't it? The word PRINT is a command, as it just tells the C64 to print something, and GOTO means exactly that — "go to", and therefore is an command.

Permissions — If the new word confuses you, don't worry, I just refer to the bit that comes after the command. The PRINT command has the parameter "COMMODORE FORMAT", so that's the bit that comes straight afterwards.

So let's give the program a try — type it in. Remember to press RETURN at the end of each line, as opposed to putting the thing out with spaces, and when you've finished, type RUN and press RETURN. You should see the screen go clear, except for a line of COMMODORE FORMAT to show the string on the screen. By the way, if you want to stop the program, you'll find the RUN/STOP key on the left hand side of your keyboard.

AUNTIE FLOW

Obviously, Auntie, but she's pretty friendly really, if you want to understand the way a program works, all we have to do is draw a simple flow chart.



really not all that difficult to understand — it follows very simple logical steps.

PROGRAM YOUR DAY



- 1 Make up
- 2 Get out of bed
- 3 Have a wee
- 4 Wash hands
- 5 Greet all brother
- 6 Scrub hair
- 7 Eat breakfast
- 8 Go to school
- 9 Come home
- 10 Play C64
- 11 Get to Bed
- 12 Get to 1

Your mind works in a similar way to a computer program. This diagram shows how you could program your day in the same manner as you'd code a program. Each instruction is followed by the next value at line 10, the program is instructed to start all over again from the top.

PSALM 64: *It's said by many that religion was just a way of controlling the masses. Whether this was true or not, it was certainly very good at it. Stand aside, then, for the next set of commandments.*

THE GAMESPLAYER'S BIBLE

If you think you're innocent, then you're guilty of lying to yourself. You can be the nicest, kindest, generous, helpful, lovable jockey in the world, but when you get hold of a joystick, Redoubt himself would hide in a pocket nook with several changes of underwear to hand. There's only one way to avoid High-Score Hades, though—repeat your sin, and start to lead the holy life...

1 You shall not accidentally flick the power switch when this art looms. Up to the 17th century, it was believed that a witch could be spotted by their inability to dream. Here in the 20th century, you can detect game-clones by the way their computer stick is right in front of the plug socket, keeping the power switch in close tickable range for those rather-too-intense two-player games when normal, sporting, and fair tactics fail them.

2 You shall not enter easily obtainable items into the high score chart such as '88', '99', '100', or 'Q99'. As one of the lesser offenses in the eyes of God, the standard 'Q99' is punishable by ten hell Mayheims. The slightly more sinful range of abbreviations '88dy' (and 'unpleasant'—sorry about and covering can, if you confess, cause you to be subjected to two whole, torturous hours of Cicero Heat. If you don't have the courage to confess, always remember that the road to hell is paved with 88s, and you'll probably have to meet every one of the sad anonymous propeller-heads.

3 You shall not hack the high score table. The reason, incidentally, for the slightly more original choice of covering for the road to hell is because those sad propeller-heads are all trudging slowly down there, after trying to kid themselves that they're the ultimate gamesplayer by changing every name on every high score table to '88'. It's little known that after the frogs and fish, Moses wrote of a rule of this, but the scrolls were sadly damaged when the next Roman empire, Allos, replaced them with a message to his girlfriend.

4 You shall not bog the antique joystick. It's an age-old problem concerning two

joysticks—Nostredamus wrote of the Commodore joystick: 'It shall be cobbler, and so anyone shall know what way they be firing'. He also wrote of the Konix Speed Demon Mega Mouse 2: 'And it shall be stubbled with a thousand buttons of fire, bringing a reign of scourge and the biggest high score to the selfish boy with the gleam in his eye'.

5 You shall not keep doing on the same level because you can score more. Enough of the biblical stuff—it really is pissing irritating, isn't it? You've reached a degree of sheer brilliance on a certain game that no-one, and I mean no-one, could match, and your useless friend asks to have a go. You're not low enough to break the seventh commandment, so you're destined to sit there and watch this so-called friend die repeatedly five seconds into the game, but somehow triple your best score ever by accidentally picking up the same power-up seven times, as they keep re-appearing once you die. Somehow the knowledge that they'll write in eternal damnation doesn't seem quite comforting enough.

6 You shall not restart five seconds into the game because you stupidly lost a life. Anger me father, for I have sinned, to have you. There'll be a game in your collection with a really difficult piece of timing on the fifth level, and you just can't get past this one point for the life of you. Deciding to give it one last try, you load the game up, and start. Five seconds in you'll find you make a stupid mistake and lose a life. Nevertheless, because you're a weasel, you'll tell yourself that you weren't really, your hands were sweaty, there's a bug in the game, that creature never popped up there before, you need new glasses, you were distracted, or any number of excuses, honestly believing you are right. Take it from me—they start let you past the pearly gates if your hands are sweaty.

7 You shall not weakly remove thy friend's joystick play mid-game because they're doing too well. Mine's all I wanted the glory of this one—

you visit a friend, and they show you their latest game that they've recently spent a week trying to get to grips with, laughingly offering you a go. In their own dream, you start off well, and top their best score within the first thirty seconds. You're just going into your overture of arrogance when, inexplicably, your joystick goes dead. It takes you by surprise every time, and you never expect anyone to be that petty. It seemed, they are.

8 You shall not cheat at chess.

It is said that the Chinese modeled the game of chess around a military battle. When the classic mind game arrived on computer, the emphasis shifted totally for so historians believe, placing the player in, sadly enough, the Garden of Eden—storage, but free. It's quite plain to see that the two sides represent Adam and Eve, but the real problem comes with the snake bite, in a stroke of pure evil, has taken the form of the option to take back moves and edit the board. Tempting, isn't it?

9 You shall not, when the other player is new to the game, start seven shades of Hades out of them before they work out what they're doing. It may have been left out of the painting, but in the middle of the table at the last supper, there was a CD and a stack of two player games. They belonged to Jesus, who bought them along as a slightly more reliable text. I don't want to mention any names, but one of his mates broke the eighth commandment, and his name rhymed with Quidis.

10 You shall not take the game's name in vain. No-one likes a sore loser, but everyone likes to flip their lid once in a while. Though lying stupidly on level three is irritating on a max-number scale, throwing a joystick clear across a room sure makes you feel good. Besides, in righteous greed, you have to know evil, and who's perfect, anyway? Sometimes you're just got to fly causal and give yourself over to the dark side of the force.

